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FACT FILES 231

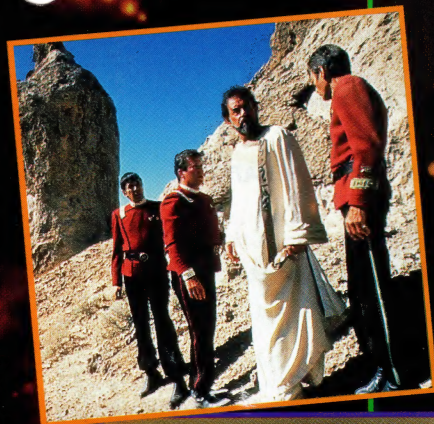


The Complete Index to Kes
Guide to a compassionate Ocampa

The Tasha Yar Index
Guide to a fallen friend

The Mythical Sha Ka Ree
Mysterious home to an ancient evil

Admiral Gregory Quinn
Unwilling aide to a parasitic invasion



The Fascinating Genesis Microbes
Accelerated evolution of microscopic life forms

Dinaal Computer Interfaces
Advanced technology of the Hospital Ship



IDEN'S HOLOGRAM VESSEL
Powerful tool in the liberation of holograms

ISSN 1364-3983



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New Alphabetical Entries and Updates

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The Guide to the STAR TREK Galaxy

FILE 1 CARD 54

THE KES INDEX

Kes is little over one year old when she joins the crew of the *U.S.S. Voyager NCC-74656*. Over the following three years she travels further than any of her kind has before and develops amazing powers that ultimately lead to her leaving the ship.

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KES'S OCAMPAN ABILITIES

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NEELIX

56 1 THE DOCTOR

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65 9 BIO-TEMPORAL CHAMBER

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71 STAR TREK: VOYAGER



Ocampa



The **Ocampa** are a peaceful race who depend on the **Caretaker** to supply them with power. They rarely live beyond nine years of age.

FILE 18 CARD 5

Kes's Ocampan Abilities



Kes's telepathic and psychokinetic abilities develop in an undisciplined and unpredictable way in 2374.

FILE 43 APPENDIX CARD 4

Kes and Men



Kes undertakes a brief relationship with **Zahir**, a **Mikhal Traveler**, in 2373.

FILE 43 APPENDIX CARD 4A

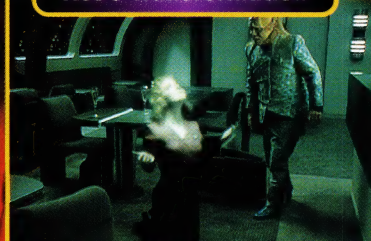
Kes shares a long relationship with **Neelix** before they decide to split up in 2373.



Kes leaves her people behind and joins **Neelix** aboard the *U.S.S. Voyager NCC-74656* in 2371.

FILE 43 APPENDIX CARD 5

Kes's Transformation



Kes undergoes a startling transformation in early 2374, when her body destabilizes. She decides that the only course of action is to leave the *U.S.S. Voyager NCC-74656*.

FILE 43 APPENDIX CARD 4B

Neelix



Kes is fascinated by **Tanis**, a long-lived **Ocampa** who helps her develop her burgeoning powers in 2372.



Tanis

Kes's Shuttle



Kes returns to the **U.S.S. Voyager NCC-74656** aboard a small shuttle which she crashes into the starship in 2376.

Tuvok



Kes views **Tuvok** as her mentor. The **Vulcan** guides her in the development and use of her growing powers.

FILE 40 CARD 84

FILE 43 CARD 53

FILE 58 CARD 13

Kes returns to the **U.S.S. Voyager NCC-74656** in 2376, but the event is not as joyful as the crew would hope. The elderly **Ocampa** exhibits bitterness toward **Captain Kathryn Janeway** and travels back in time to deliver the crew to the **Vidi'ians**.

Tom Paris

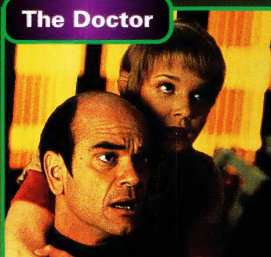


FILE 43 CARD 55



In an alternate future, **Kes** is married to **Tom Paris** and has a daughter, **Linnis** and a grandson named **Andrew**.

The Doctor

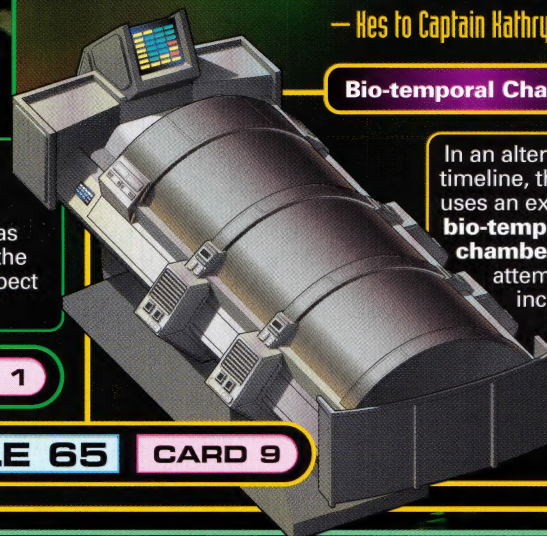


Kes shares a unique bond with the **Doctor** and regards him as something of a father-figure. Similarly, he views her as a confidant when he feels that the crew are not giving him the respect he deserves.

"I believe something crucial is happening to me . . . and I have to see it through."

— Kes to Captain Kathryn Janeway

Bio-temporal Chamber



In an alternate timeline, the **Doctor** uses an experimental **bio-temporal chamber** in an attempt to increase **Kes's** lifespan.

Kes's Return

FILE 56 CARD 1

FILE 43 APPENDIX CARD 4C

FILE 65 CARD 9

KES STARSHIP LOG: Key episodes



'Caretaker'
FILE 71
CARD 1



'Projections'
FILE 71
CARD 17



'Elogium'
FILE 71
CARD 18



'Parturition'
FILE 71
CARD 22



'Cold Fire'
FILE 71
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'Sacred Ground'
FILE 71
CARD 47



'Warlord'
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'Darkling'
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'Before and After'
FILE 71
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'Scorpion'
Parts I & II
FILE 71
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'The Gift'
FILE 71
CARD 67



'Fury'
FILE 71
CARD 138

The Guide to the STAR TREK Galaxy

FILE 1 CARD 95

THE YAR INDEX

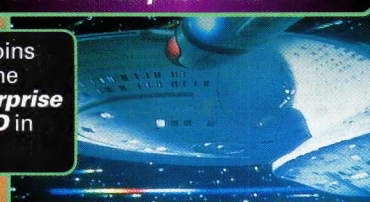
Tasha Yar suffered a horrific childhood on the failed Federation colony of Turkana IV before she fled to join Starfleet. She proves to be an excellent officer and soon achieves the position of chief of security aboard the *U.S.S. Enterprise NCC-1701-D*.

Tasha Yar: Background



Tasha Yar joins the crew of the *U.S.S. Enterprise NCC-1701-D* in 2364.

U.S.S. Enterprise NCC-1701-D



FILE 43 CARD 35C

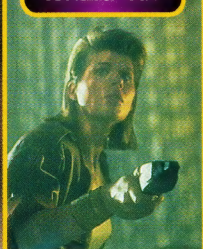
FILE 25 CARD 1

Tasha Yar spends her childhood on Turkana IV caring for her young sister Ishara while evading rape gangs.

FILE 43 CARD 27

Ishara Yar remains on Turkana IV when her sister leaves the colony. She regards Tasha as a coward for not sharing her loyalty to the coalition.

Ishara Yar



Captain Jean-Luc Picard requests that Yar is assigned to the *U.S.S. Enterprise NCC-1701-D* after he witnesses her bravery firsthand.



Captain Jean-Luc Picard

"Never forget I died doing exactly what I chose to do."

— Tasha Yar's funeral message

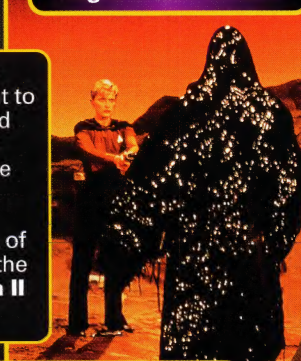
Tasha Yar: Warrior



Tasha Yar is trained in several fighting disciplines, and possesses a detailed tactical knowledge.

FILE 43 CARD 35A

Vagra II and Armus



Tasha Yar is forced to fight the Ligonian Yareena in ritual combat in 2364.

Tasha Yar's life is brought to an abrupt and meaningless end when she is killed by Armus, an embodiment of pure evil on the planet Vagra II in late 2364.

Lutan and Yareena



FILE 58 CARD 52

FILE 4 CARD 20

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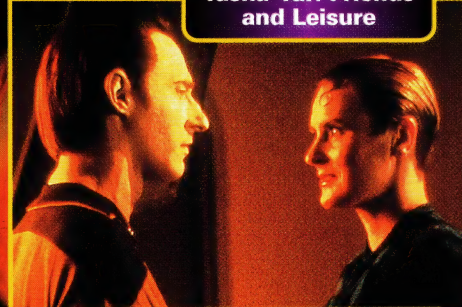
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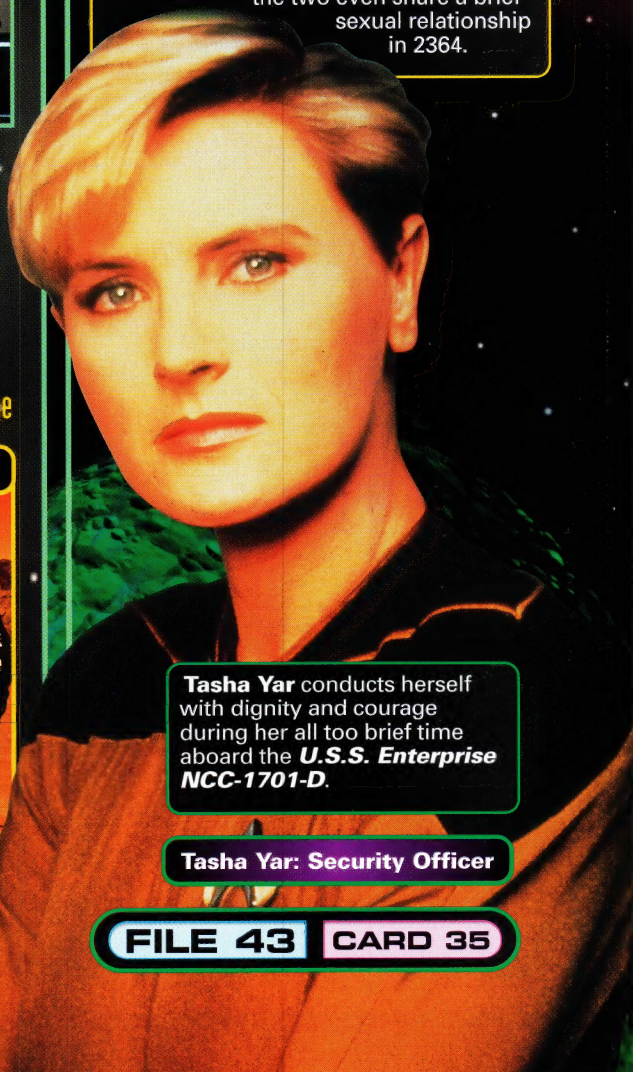
69 STAR TREK: THE NEXT GENERATION

Tasha Yar: Friends and Leisure



FILE 43 CARD 35B

Tasha Yar is a popular member of the *U.S.S. Enterprise NCC-1701-D* crew. She forms a special bond with Data, and the two even share a brief sexual relationship in 2364.



Tasha Yar conducts herself with dignity and courage during her all too brief time aboard the *U.S.S. Enterprise NCC-1701-D*.

Tasha Yar: Security Officer

FILE 43 CARD 35

Sela



Sela is the half-Romulan daughter of the **Tasha Yar** who returned to the past aboard the **U.S.S. Enterprise NCC-1701-C**. Sela is a loyal officer, and as a child she raised the alarm when her mother tried to escape, leading to Tasha's execution.

Tasha Yar did not die in an alternate timeline created when the **U.S.S. Enterprise NCC-1701-C** passes through a temporal rift to the year 2366.

FILE 24 CARD 1



U.S.S. Enterprise NCC-1701-C

FILE 49 CARD 2



Lt. Richard Castillo

Tasha Yar elects to return to 2344 with the surviving crew of the **U.S.S. Enterprise NCC-1701-C**, after she becomes close to **Lt. Richard Castillo**.



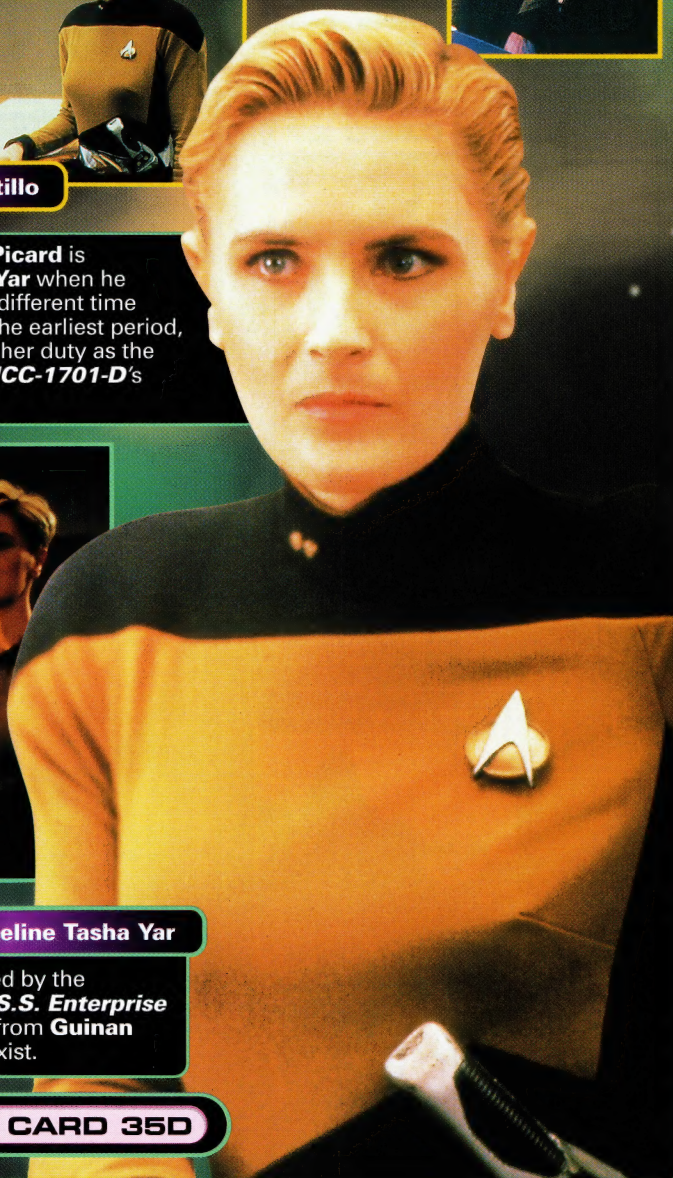
Captain Jean-Luc Picard is reunited with **Tasha Yar** when he finds himself visiting different time periods in his life. In the earliest period, Tasha has just begun her duty as the **U.S.S. Enterprise NCC-1701-D**'s chief of security.



Alternate Timeline Tasha Yar

The **Tasha Yar** created by the appearance of the **U.S.S. Enterprise NCC-1701-C** learns from **Guinan** that she should not exist.

FILE 43 CARD 35D



TASHA YAR STARSHIP LOG: Key episodes



'Encounter at Farpoint'
FILE 69 CARD 1



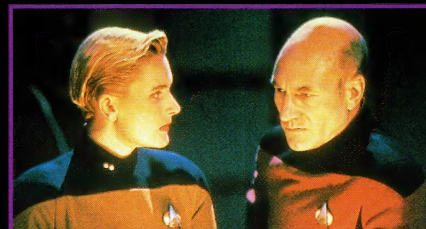
'The Naked Now'
FILE 69 CARD 2



'Code of Honor'
FILE 69 CARD 3



'Skin of Evil'
FILE 69 CARD 21



'Yesterday's Enterprise'
FILE 69 CARD 62



'All Good Things...'
FILE 69 CARD 168

The Guide to the STAR TREK Galaxy

FILE 1 CARD 96

THE ALTERNATE REALITIES INDEX

The personnel who crew Federation starships are trained to deal with almost all eventualities. Even so, the effects and ramifications involved in dealing with alternate realities can be most perplexing.

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Captain John Christopher

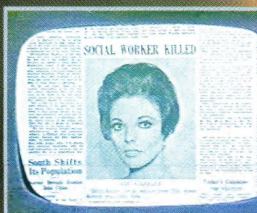


'Tomorrow is Yesterday'
FILE 68
CARD 20

Captain John Christopher must be returned to his own time or the future will be altered.

FILE 44 CARD 25

The Timeline and Edith Keeler



'The City on the Edge of Forever'
FILE 68
CARD 27

1930's social worker Edith Keeler must die in order to ensure that Nazi domination does not occur.

FILE 5 CARD 29A

Two Picards



'Time Squared'
FILE 69
CARD 38

A version of Captain Jean-Luc Picard from six hours in the future travels back to the past after the destruction of the U.S.S. Enterprise NCC-1701-D.

FILE 5 CARD 29F

U.S.S. Enterprise NCC-1701-C



'Yesterday's Enterprise'
FILE 69
CARD 62

The U.S.S. Enterprise NCC-1701-C must be destroyed in order to prevent war with the Klingon Empire.

FILE 5 CARD 29C

Riker's Alternate Lives



Barash creates a future environment in which he places Commander Riker.

'Future Imperfect'
FILE 69
CARD 80

FILE 43 CARD 28 APPENDIX 2

FILE 5 CARD 29B

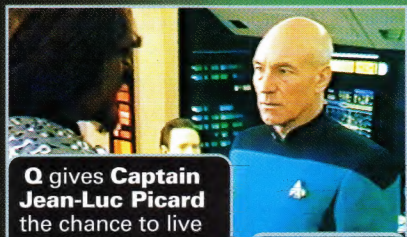


Temporal Causality Loop

'Cause and Effect'
FILE 69
CARD 114

The U.S.S. Bozeman NCC-1941 is trapped in a temporal causality loop for 90 years.

Jean-Luc Picard: Early Years

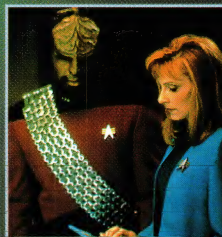


Q gives Captain Jean-Luc Picard the chance to live his life without making vital errors of judgment.

'Tapestry'
FILE 69
CARD 135

FILE 43 CARD 27

Parallel Universes

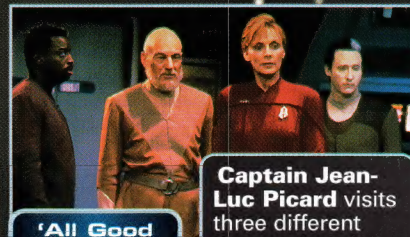


'Parallels'
FILE 69
CARD 154

Lt. Worf experiences a number of alternate realities in 2370, after he is exposed to the effects of a quantum fissure while returning from a bat'leth

FILE 5 CARD 15

Q's Anti-time Realities

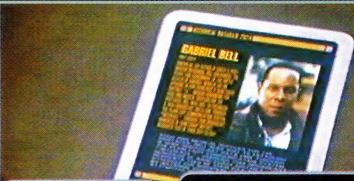


'All Good Things...'
FILE 69
CARD 168

Captain Jean-Luc Picard visits three different time periods in 2370, including an alternate future.

FILE 5 CARD 29K

Gabriel Bell



'Past Tense', Parts I & II
FILE 70
CARD 53

Benjamin Sisko assumes the role originally taken by **Gabriel Bell** in the 21st century.

FILE 44 CARD 11

Many O'Briens

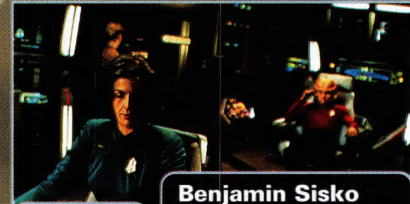


'Visionary'
FILE 70
CARD 58

Chief O'Brien experiences timeshifts that take him several hours into the future in 2371.

FILE 5 CARD 29E

Jake in the Future



'The Visitor'
FILE 70
CARD 69

Benjamin Sisko experiences a future where his son **Jake** is trying to rescue him from **subspace**.

FILE 44 CARD 15A

Gaia

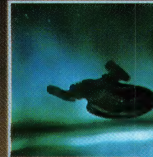


'Children of Time'
FILE 70
CARD 114

The crew of the **U.S.S. Defiant NX-74205** encounter their own descendants on a planet in the **Gamma Quadrant** in 2373.

FILE 18 APPENDIX CARD 3

FILE 5 CARD 29D



'Future's End', Parts I & II
FILE 71
CARD 48

Captain Braxton tries to destroy the **U.S.S. Voyager NCC-74656** in 2373, claiming that it is responsible for the destruction of the Sol System in the 29th century.

Braxton and the Aeon

Kes

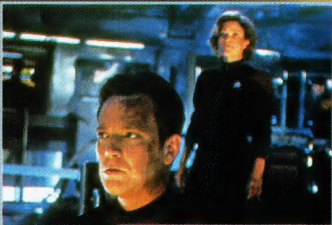


'Before and After'
FILE 71
CARD 60

Kes experiences an alternate future where she is married to **Tom Paris** in 2373, as a result of being contained within a **bio-temporal chamber**.

FILE 43 APPENDIX CARD 4

Year of Hell



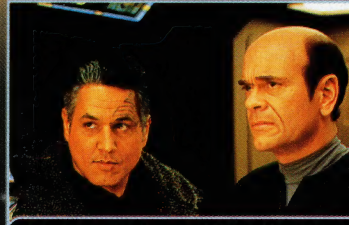
'Year of Hell', Parts I & II
FILE 71 CARD 73/74

The crew of the **U.S.S. Voyager NCC-74656** experience a destructive alternate reality in 2374.



FILE 29 CARD 30

Saving the U.S.S. Voyager



Future versions of **Chakotay**, **Harry Kim**, and the **Doctor** race to save the **U.S.S. Voyager NCC-74656** from being destroyed years earlier in 2375.

'Timeless'
FILE 71 CARD 97

FILE 5 CARD 29H

FILE 43 APPENDIX CARD 4C



'Fury'
FILE 71
CARD 138

Kes's Return

Kes returns to the **U.S.S. Voyager NCC-74656** in 2376. The **Ocampo** does not exhibit her previous compassion toward the crew, and kills **B'Elanna Torres** before traveling to the past.

The **U.S.S. Voyager NCC-74656** is fractured into different time periods in 2377, including a future where **Naomi Wildman** and **Icheb** are adults.

'Shattered' Phenomena
FILE 71 CARD 151



FILE 5 CARD 29L

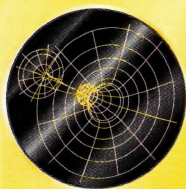
The Borg

STAR TREK: First Contact
FILE 79



The crew of the **U.S.S. Enterprise NCC-1701-E** catch a glimpse of an assimilated Earth in 2373.

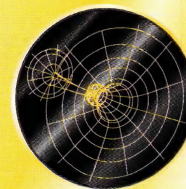
FILE 15 CARD 1



SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 3C



SPACE
PHENOMENA

GENESIS MICROBES

The presence of microscopic life forms inadvertently sent to the **Genesis Planet** gives an extraordinary insight into the rapid evolution that the new world experiences, and which ultimately tear it apart.

It is a given certainty that life exists in many shapes and forms throughout the Galaxy. One of the most intriguing types of life are those that are taken for granted, as they exist virtually everywhere, without consequence for the multitude of other races who may inadvertently come into contact with them. Even aboard **Federation** starships such as the **U.S.S. Enterprise NCC-1701**, microscopic creatures are known to exist, but their presence does not pose any threat to the crew or vessel.

Nevertheless, in 2285, a number of microbes are located on the surface of the **photon torpedo** casing used as a coffin for the body of **Captain Spock**, who is killed saving the **Enterprise** from the **Genesis Device** when

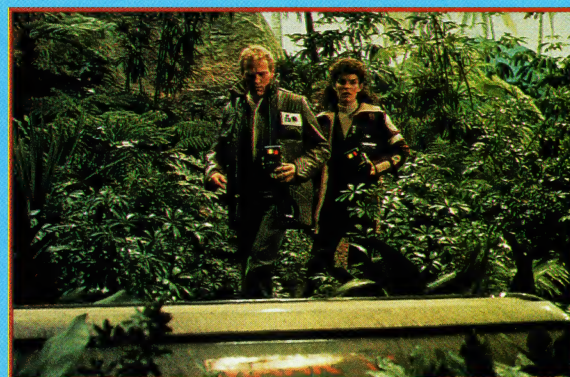
it is detonated by **Khan Noonien Singh**. After a short memorial service, the torpedo is launched into space, where it swings around the newly formed **Genesis Planet**, enters the atmosphere, and ultimately comes to a rest in a dense jungle region. It is perhaps a testament to the adaptability of these microbes that they can survive the cold void of space as well as the fiery temperatures of the planet's upper atmosphere.

New beginnings

Once on the planet's surface, the microbes are subjected to the **Genesis wave** that is responsible for the creation of the world itself, and indeed, the remarkable and unprecedented resurrection of Captain Spock's physical form.

The first sign of unusual

activity comes when sensor scans of the new planet, conducted by the Federation science vessel **U.S.S. Grissom NCC-638** detect the presence of a life form on the surface. A landing party comprised of **Lt. Saavik** and **Dr. David Marcus** transport down to the planet, where they locate Spock's torpedo tube. The smooth black casing is covered by a layer of mud and grime, but surrounding it are small, flesh-colored, gelatinous life forms – about the size of a human hand – that slither slowly over one another, without any determinable purpose. They pay no attention to the two humanoids nearby, and display no signs of sentience. The only sound they make is a quiet hissing, along with the squelching their unique forms make as they move.



▶ **Dr. David Marcus and Lt. Saavik track the unexpected presence of life forms on the surface of the Genesis Planet to Captain Spock's coffin.**



▶ **In just a short time the microbes have undergone an incredible increase in body mass. They also possess the ability to 'squeal' when they feel threatened.**

Marcus states simply that they are "microbes on the tube surface. We shot them here from *Enterprise*. They were fruitful and multiplied," but Saavik's scientific curiosity requires more information, however, and her question – "How could they have evolved so quickly?" – goes unanswered. Marcus is

yet to confess that his use of unstable **protomatter** in the **Genesis matrix** is responsible.

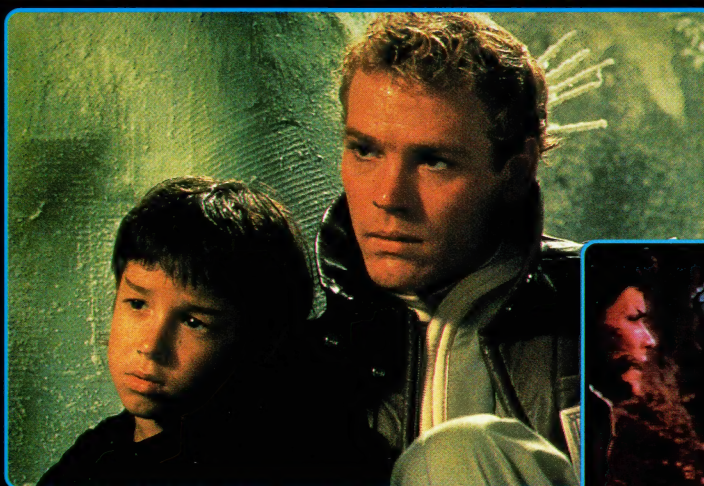
Simple life forms

Nevertheless, even in this evolved form, the microbes present no threat, and Marcus steps gently, albeit with a grimace of disgust on his face, among them in

FROM CHILDHOOD TO MIDDLE AGE IN DAYS

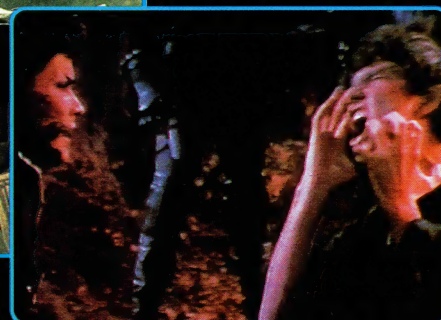
A Vulcan reborn

The effect that the **Genesis wave** has on Captain Spock is as remarkable as that displayed by the microbes, albeit in a far slower manner. Spock regresses to childhood, and when discovered by Saavik and David Marcus, he appears to be little more than nine years old. Over the course of one night his form begins to change, inextricably linked to the planet's development as a whole. The pain that Spock feels is heightened by the fact that as he enters puberty, his body succumbs to the **Pon farr**. Spock continues to grow at an unprecedented rate; a process that is only halted by his removal from the crumbling planet.



▶ **Spock's body has been regenerated to the form of a young child by the Genesis wave. His *Katra*, however, exists in the mind of Dr. Leonard H. McCoy.**

▶ **The tremors that wrack the Genesis Planet also manifest in the reborn Spock. Whenever one of the terrifying shocks strike the planet, Spock is consumed with pain. Lt. Saavik can do little to assist him, but her presence is comforting.**



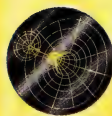
GALAXY FACTS

After battling one of the microbes and throwing its carcass to the ground, Commander Kruge opens a channel to his ship and calmly states "nothing happening here."

Fewer microbes surround Spock's coffin when Kruge discovers them, indicating that the more dominant creatures may have consumed the weaker of their kind.

order to reach the casket.

Perhaps the most intriguing aspect of the microbes' evolution is that they come to share a symbiotic relationship with the Genesis Planet – and indeed, with the resurrected Spock. When a violent tremor rocks the surface of the planet, the microbes become noticeably agitated, and their squealing much more pronounced. In the distance, Spock too, can be heard to scream, as if

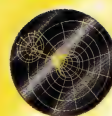


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 3C

GENESIS MICROBES



SPACE
PHENOMENA

in intense pain.

As the planet continues to undergo a state of rapid evolution, so to do the microbes, to a level completely unprecedented beyond that which they have already attained. The next stage of development leads to the microbes undergoing an incredible increase in mass, along with the appearance of rudimentary senses and what could be termed a desire for self-preservation. Now measuring several meters in length, the microbes' bodies are comprised of a thick central form, somewhat like the trunk of an Earth elephant, with wide fins located approximately halfway along it. Their ribbed forms are covered in what appear to be pointed spines, and, although still sightless, they can react to the approach of other life forms. The only



feature at the front of the microbes' body is a gaping mouth, with two stubby appendages located close to the opening, seemingly to aid the digestion of whatever nutrients or foodstuff they require.

The next step

The bodies of the life forms are highly adaptable, and can travel across land, and react, far quicker than was possible before.

The microbes later pique the interest of a Klingon landing party to the Genesis Planet. Commander Kruge, the captain of a Klingon Bird-of-Prey in orbit of Genesis, prevents one of his officers from drawing his disrupter on the creatures, and instead chooses to investigate the microbes first hand. Within seconds of grasping the forward part of one of the microbes as if he were

The physiology of the evolving microbes has undergone a drastic change; they now have thick bodies that Kruge cannot fully grasp with one hand. He can, however, crush and pierce their bodies.



Commander Kruge appears unruffled following his life or death confrontation with one of the evolved microbes, despite the fact that it almost cost him his life.



By the time the torpedo tube is discovered by a Klingon landing party led by Commander Kruge, only a few of the larger microbes are present.

A WORLD IN PERIL

Torn asunder

The destruction of the Genesis Planet comes about as the unstable protomatter used in its construction finally works against it. The surface is initially rocked by earthquakes, which soon grow more intense. Within hours, the planet's crust is torn apart, and gaping chasms give an incredible view of the red hot magma beneath the surface. The Genesis Planet's dying moments come in a fiery explosion that propels chunks of a world, which was an idyllic paradise just hours before, deep into space.



The idyllic surface of the Genesis world is devastated as the planet's rapid evolution enters its final stage.

The Genesis Planet is destroyed in a massive explosion. It is a spectacular end for a revolutionary, but flawed experiment.



A microbe appears close to killing Kruge before he gains the upper hand, crushing the beast in a fight to the death.



holding an enemy by the throat, Kruge finds that his entire body has been engulfed by the thick form of the creature, much like certain species of snake who envelop their prey in an attempt to bring about suffocation and a quick death. Kruge finds the microbe to be an opponent worthy of such a life and death battle, and resolutely maintains his own

grip on the beast, ultimately squeezing so tightly that he opens a number of wounds that bleed a thick black substance, and result in the microbe's death.

The surviving microbes do not meet with any other visitors, and within a matter of hours they have perished in the fiery cataclysm that consumes the very world that gave them such an

advanced state of life. Having experienced evolution on such a quick scale, one can only wonder how they would have continued to change given more time.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 163

SHA KA REE



OTHER GROUPS
AND RACES

In Vulcan myth, **Sha Ka Ree** is the Source, the place where all life in the Universe originated. In reality, it is the prison of an incredibly vengeful and powerful being bent on escape and domination.

Thousands of years ago, when the **Vulcan** people were a race of warlike, undisciplined savages ruled by emotion and superstition, one of the most potent images in their mythology was that of the fabled **Sha Ka Ree** – the planet from which all life in the Universe sprang, the source of all existence. If ever Vulcans managed to return to **Sha Ka Ree**, it was said, all their questions about existence and the nature of the universe would be answered, and their restless longing for knowledge stilled in contentment.

The legend of **Sha Ka Ree** is treated with disdain by the overwhelming majority of contemporary

Vulcan society. Following **Surak's Time Of Awakening**, more than 2000 years ago, in which the Vulcan race turned from the path of emotion to the path of reason and logic, the old ways were discarded, and the ancient legends passed out of the minds of all but a few.

Visions of Eden

Yet contrary to the general perception of the Vulcan people, there are, even today, those that embrace their emotions. One such, **Sybok**, rises to prominence in 2287 when he resorts to kidnapping, theft, and brainwashing in his quest for **Sha Ka Ree**.

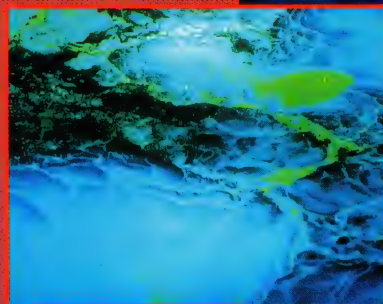
Sybok was ostracized in his youth because he sought to find meaning in emotion as well as in logic.

He was exiled from Vulcan as a young adult and disappeared for several years wandering through the inhabited Galaxy. Following a series of visions, however, he finds himself drawn to the center of the Galaxy, a place where, the voice in his visions informs him, **Sha Ka Ree** can be found. The

▶ **Sha Ka Ree** appears a rather beguiling sight. The planet is surrounded by thin tendrils of wispy gas that lend it a mysterious atmosphere.



▶ The **Great Barrier** at the center of the Galaxy fills the viewscreen of the U.S.S. **ENTERPRISE NCC-1701-A** with a terrifying mass of swirling gases.

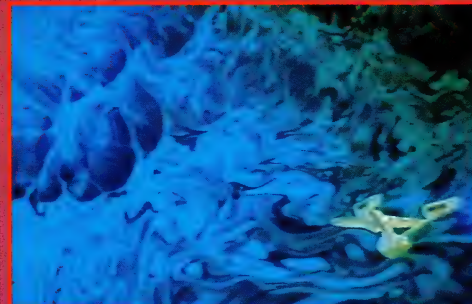


OTHER CARDS IN THIS FILE...

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SEE OTHER FILES...

STAR TREK V: THE
FINAL FRONTIERFile 76



▶ The **ENTERPRISE** appears almost inconsequential beside the tumultuous energy of the **Great Barrier**.

A VENGEFUL GOD

Waiting for a starship

A bodiless energy being of great power – but far from the God-like omnipotence it claims – was imprisoned behind the **Great Barrier** at the center of the Galaxy eons ago. Why – and by whom – it was imprisoned remains unknown.

The being is possessed of powerful psychic abilities and can project its thoughts far beyond the barrier; sensitive minds can receive its emanations as far away as Federation space. On the planet itself, the God-like entity appears to have near absolute control with the ability to manipulate the matter of the planet, as well as throw off destructive energy-bolts. It can take on a variety of appearances, but when visited by other life forms it

generally assumes the image that they believe most closely resembles a being of higher power; upon meeting the crew of the **Enterprise**, it appears as an aged human with a flowing gray beard. When its intentions are revealed, however, it mimics the form of the misguided **Sybok**.



▶ The God-like entity initially appears quite benign. Nevertheless, it reveals its evil intentions when it states its need to use the U.S.S. **ENTERPRISE NCC-1701-A** to spread its "wisdom" through the Galaxy.

Designation Sha Ka Ree

Class M Quadrant N/A

Inhabitants One malevolent being

Description Sha Ka Ree is a barren desert world located at the center of the Galaxy. The monotonous plains are broken only by occasional tall rock formations.

Environment Standard gravity

Remarks The planet exists within the **Great Barrier**, an energy wall that cannot be breached by starships. Attempts have been made to send probes into the barrier, but none have returned.

Starship log STAR TREK V: THE FINAL FRONTIER

GALAXY FACTS

▶ The creation myth, as represented by Sha Ka Ree, exists in many cultures; the Klingons call the point of creation Qui'Tu. The Romulans term it Vorta Vor, while the Terran Judeo-Christian tradition cites the Garden of Eden on ancient Earth as the source of life.

▶ The Andorian word for Sha Ka Ree is deemed "unpronounceable" by Sybok after he successfully takes control of the *U.S.S. Enterprise NCC-1701-A*.



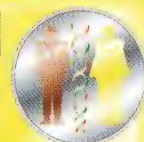
OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 163

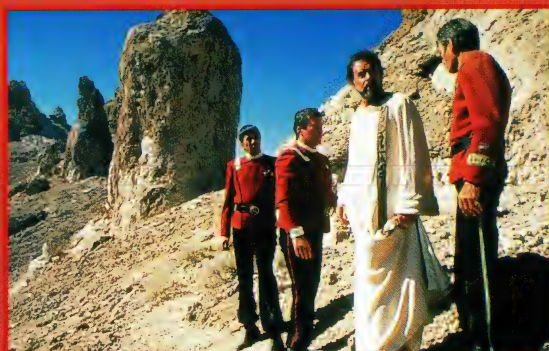
SHA KA REE



OTHER GROUPS AND RACES



▶ The God-like being creates a stone temple in which to greet his visitors in 2287.



▶ The *ENTERPRISE* landing party find the harsh terrain of Sha Ka Ree to be somewhat difficult to navigate on foot.



▶ The stark landscape is highlighted by the dazzling sun in the sky.

▶ Sha Ka Ree's surface comprises flat plains and rocky wastelands.



▶ An energy beam lances out from the planet surface as the malevolent being makes its presence known.

on Sha Ka Ree.

Although the planet looks like a blue-green jewel from space with iridescent rings orbiting it, Sha Ka Ree proves less than idyllic. A baking sun shines down on desert plains, occasional dust storms and intermittent stone outcroppings being the only things that relieve the monotony of the landscape. There appears to be no indigenous plant or animal life – the terrain is harsh, even by Vulcan standards.

even when it manages to lure sentient beings toward it, they have lacked the technical sophistication to help and have inevitably been destroyed by the Barrier. The *Enterprise*, however, offers it the opportunity to escape the Barrier and seek out new conquests.

Malevolent presence

Sybok is appalled that his 'God' is nothing more than a would-be tyrant; ashamed of his own gullibility, he sacrifices himself by distracting the being and allowing Kirk to order the *Enterprise* to attack. Severely wounded by photon torpedoes, the being nevertheless pursues and is on the verge of destroying Kirk when an unanticipated cooperation between the *Enterprise* crew and the Klingon *Bird-of-Prey* signals the apparent destruction of the God-like being and ensures Kirk's safety.

The Federation, Klingon and Romulans agree that the world should remain in quarantine, lest any trace of the being remains to exploit future visitors.

Sadly not the Sha Ka Ree of legend, but merely the prison of a brutal and dangerous creature, the planet holds no answers to the mysteries of creation, and remains inviolate behind the Great Barrier to this day.

False God

Sybok, together with Captain James T. Kirk, Captain Spock and Dr. Leonard H. McCoy, travels to the planet's surface to confront its one inhabitant, a noncorporeal being of immense power which has been sending Sybok his visions of Sha Ka Ree. Initially presenting itself as a benign presence and claiming divine status, the creature when challenged and questioned by Kirk quickly reveals its malicious intentions. Imprisoned behind the Great Barrier innumerable eons ago, it has brooded on its plight for centuries, plotting to escape and conquer, but

center of the Galaxy is surrounded by an impenetrable energy barrier of vast power and in order to have any chance of surmounting that barrier, Sybok needs the power of a starship.

On the remote and desolate planet of Nimbus III, Sybok and his followers

take the Federation, Romulan and Klingon ambassadors as hostages. Using his unique telepathic and empathic powers, as well as his own considerable charisma and strategic skills, Sybok not only lures the *U.S.S. Enterprise NCC-1701-A* to Nimbus III, but persuades

the three ambassadors to join him in his quest and help him take over the *Enterprise*. Subverting several of the senior staff, Sybok successfully navigates the *Enterprise* – and inadvertently a Klingon *Bird-of-Prey* that pursues them – through the Great Barrier and lands

MISGUIDED PROPHET

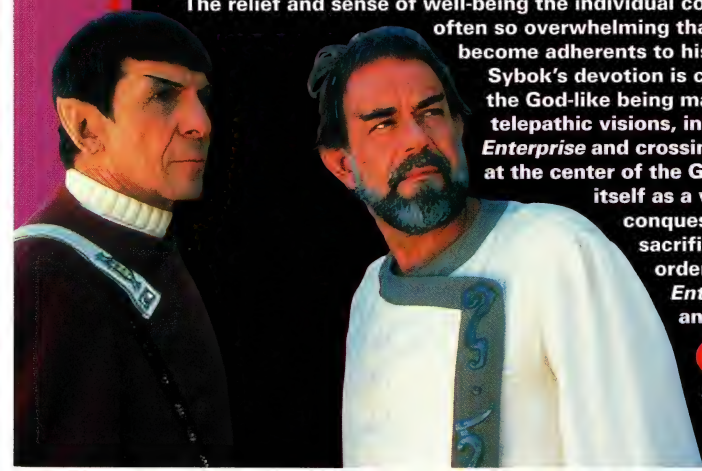
An emotional Vulcan

The son of Sarek and a Vulcan Princess, Sybok is even less Vulcan in his manner than his half-human brother, Spock. A follower of the ancient Vulcan beliefs, Sybok is ostracized in his youth because he seeks to find meaning in emotion as well as in logic, and he devotes most of his adult life to searching for Sha Ka Ree, the planet from which, in Vulcan mythology, all life sprang. His telepathic powers develop a unique aspect, a projective empathy that enables him to sense an individual's deepest pain, and cause them to re-live that pain, gaining strength from the confrontation as an emotional catharsis.

The relief and sense of well-being the individual consequently feels is often so overwhelming that, in gratitude, they become adherents to his cause.

Sybok's devotion is cruelly rewarded when the God-like being manipulates him, via telepathic visions, into hijacking the *Enterprise* and crossing the Great Barrier at the center of the Galaxy, only to reveal itself as a violent entity bent on conquest. Sybok heroically sacrifices his own life in order to buy time for the *Enterprise* crew to escape and attack the being.

▶ Sybok's quest for Sha Ka Ree costs him his life in 2287.



ROLES WITHIN STARFLEET

COMMUNICATIONS OFFICER

DUTIES AND ROLE

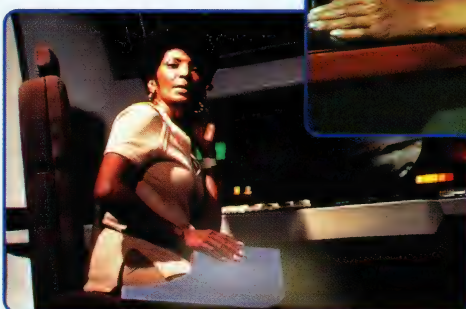
Communications officers are among the most vital personnel aboard Federation starships. These crew members are often the first officers to come into contact with new alien species.

The development of a reliable system of communication between Starfleet Command and its vessels is one of the most important factors leading to expansion of the United Federation of Planets, with all civilian and Starfleet ships utilizing the robust subspace network of transmitters, relay stations, and receivers. Understanding the importance of both long and short range communications, Starfleet incorporates a dedicated console in many of its early ship designs and assigns specifically trained communications officers to oversee the wide range of systems vital to maintaining contact with its ever expanding fleet. Technological developments in personal communication eventually lead to the majority of interpersonal communications becoming automatic, and while the communications officer does not have a place on the bridge of vessels in service in the 24th century, the importance of the role in earlier ships cannot be underestimated.

Important position

Positioned in close proximity to the captain's chair, the communications station on the bridge of Constitution-class vessels such as the U.S.S. Enterprise NCC-1701 illustrates the importance assigned to this specialist field. Communications officers are usually highly skilled technicians as well as experienced in the protocols and systems they routinely operate. They work within a duty shift system similar to other stations, thus ensuring constant communications coverage for the senior command officers. These personnel liaise directly with the captain of the vessel and a close working relationship often develops between them as they instinctively know what procedures to carry out before an order is actually issued.

Lt. Uhura leans close to her duty station as she expertly manipulates the controls on the bridge of the U.S.S. ENTERPRISE NCC-1701.



Uhura maintains her expertise with the revised systems aboard the ENTERPRISE following its thorough refit in 2271.

Lt. Uhura of the U.S.S. Enterprise NCC-1701 and the U.S.S. Enterprise NCC-1701-A exhibits all that is finest in a communications officer and a study of both her working environment and duties is an excellent way to fully explore the role that she plays aboard both starships. The communications station consists of a series of dedicated monitoring systems and controls, allowing the instigation and interception of transmissions on all subspace bands. Intraship communications are constantly monitored by the communications officer. It is their responsibility to route messages or requests for direct audio or audio-visual contact from other personnel to the captain or other senior officers via the use of the vessel's internal communications network. Constitution-class vessels incorporate a series of wall and desk mounted intercoms around the ship and Lt. Uhura often contacts personnel through this system, either to transfer a

The role of communications officer is assumed by several officers who take over for alternate duty shifts.



communication or relay a message. Later ship designs dispense with the intercom system, removing the need for a communications officer to coordinate communications within a vessel. Additionally, the communications officer controls the direct audio-visual communication between the captain and other parties via the bridge's main viewscreen.

The communications station also includes a series of systems that monitor all transmissions on a variety of subspace bands, both within the



Uhura operates the controls of the large viewscreen in the ENTERPRISE's rec room during Admiral James T. Kirk's briefing on the V'GER crisis in 2271.



Among Uhura's many talents is the ability to remain calm in a crisis; this allows her to monitor the various systems of her communications console.



Uhura keeps her earpiece in hand at all times, ensuring that she can monitor communications traffic even while she is away from her duty station.



▲ **Commander Uhura continues her duties as communications officer aboard the U.S.S. ENTERPRISE NCC-1701-A, having served under Captain Kirk for 27 years.**

close vicinity of the vessel's position and at greater distances. Emergency channels are programmed to relay messages directly to the communications officer, who make great use of their in-ear monitoring device which offers a more focused and discrete method of monitoring communications traffic.

Officers must be fully aware of all Starfleet codes and emergency conditions in order to immediately inform the captain or commanding officer of potentially hazardous situations. Among the codes used by Starfleet in the 23rd century is **Code Factor One**, the declaration of a state of war requiring a Starfleet vessel to immediately adopt an alert status. On receiving a **Priority One** or **Code One Emergency Call**, the communications officer will realize a cataclysmic event is occurring from the transmission source, and the Starfleet vessel receiving the transmission is expected to immediately travel to that destination. **Code 710** is an interstellar code that prohibits a vessel from approaching the planet from which it is issued, such as **Eminiar VII**

in 2267, although it is ultimately up to the captain's discretion as to how these codes are acted upon.

Private messages

In addition to warning and emergency codes, the communications officer must also be aware of current encryption protocols and understand the operation of the **universal translator** system. An example of an encryption code used by Starfleet is **Code Two**, originally devised to protect sensitive information, but abandoned in 2267 after it is decrypted by the **Romulan Star Empire**. The communications officer must route relevant data through this protocol and also decipher any received information in the same way, thus ensuring that secrecy is maintained at all times. The communications officer's role also includes an understanding of **Linguacode**, a data format designed to be understandable by any technologically sophisticated intelligence. Unlike normal encryption that serves to hide information, Linguacode is designed to make messages more accessible to a wide variety of life forms, and is sometimes used in **First Contact** situations to send initial greetings and friendship messages as in the case of



▲ **Lt. Worf assumes many of the duties formally assigned to a communications officer aboard the U.S.S. ENTERPRISE NCC-1701-D.**

▼ **The U.S.S. VOYAGER NCC-74656's operations manager Ensign Harry Kim acts as the first point of contact between alien species and the crew of the Federation starship.**



the meeting between the *Enterprise* and the *V'Ger* entity in 2271.

Communications officers continue to be an integral part of many vessel designs toward the end of the 23rd century. In 2293, the revolutionary **U.S.S. Excelsior NCC-2000** includes an updated communications station in virtually the same position as that of the *Enterprise*, with an expanded role that includes reporting events encountered during active service. Communications officers may also be called upon to prepare and transmit the entire mission logs of a starship if the captain feels that the vessel may be entering a hostile or dangerous environment, thus relaying information that may be vital to other ships that may find themselves in a similar predicament in the future. Science vessels such as the **Miranda-class U.S.S. Reliant NCC-1864** and **Oberth-class U.S.S. Grissom NCC-638** utilize officers who directly oversee communication between landing parties and the ship.

The expertise offered by an experienced communications officer is not restricted to those aboard starships, and such personnel are also stationed on **Starbases** and within Starfleet Command itself. In the 24th century the duties formally assigned to a communications officer are now shared between the operations manager and tactical officer aboard **Galaxy-, Sovereign-, and Intrepid-class** vessels.

EMERGENCY PROCEDURES

Manual communications

The communications officer aboard Federation starships can take on an even more important role during times of crisis, such as that experienced by the **U.S.S. Defiant NX-74205** in 2373. The vessel is crippled by a cascade virus unleashed by Maquis operative Michael Eddington, and repairs require that the entire database be reloaded and reprogrammed. Captain Sisko, however, demands that the ship be ready to track Eddington prior to the completion of the repairs.

To aid the coordination of the various departments aboard the vessel, Cadet Nog utilizes a small earpiece that allows him to relay Sisko's orders around the *Defiant* from a standing position close to the captain's chair on the bridge.



▲ **Nog's sensitive hearing makes him the most suitable candidate for the position of monitoring and coordinating internal communications aboard the damaged U.S.S. DEFiant NX-74205 in 2373.**



▲ **Commander Janice Rand serves as the communications officer aboard the U.S.S. EXCELSIOR NCC-2000 under the command of Captain Hikaru Sulu in 2293.**

Admiral Gregory Quinn

Admiral Gregory Quinn is a respected senior figure in the Starfleet establishment. He first suspects a conspiracy within the organization in mid-2364 — and by the end of the year he has fallen victim to it.

The widely-respected **Captain Jean-Luc Picard** chooses his friends with care. They are people, like him, with integrity and a respect for humanity — **Admiral Gregory Quinn** is one of them.

Quinn has a hardy face framed by snowy white hair. He appears to be in excellent shape, despite his advancing years. He has evidently achieved his senior position in **Starfleet** through years of hard work and dedication to the organization and he has earned the esteem of many of his contemporaries, including Captain Picard, on the way up.

His cordial personal relationship with Picard, whom he has known for years, makes Quinn's sober mission in 2364 that much more difficult. He travels to the planet **Relva VII** to rendezvous with the **U.S.S. Enterprise NCC-1701-D** and it is an unusually grim and tired-looking Quinn who greets Picard when he transports aboard

the starship.

The admiral brings with him **Lt. Commander Dexter Remmick** of the Inspector General's office to conduct a full investigation of the *Enterprise*. Quinn has reason to believe there may be something very wrong aboard the ship, but he refuses to divulge what it may be. He simply orders Picard to cooperate in every way necessary.

Conspiracy theory

Quinn remains on the vessel during the investigation. He realizes that the carte blanche he has given Remmick has damaged his friendship with Picard, and he admits that he regrets this very much. He only reveals the facts, however, when Remmick presents his report, which finds that nothing is amiss. The admiral and his colleagues at **Starfleet Command** had to be sure the captain and his crew had not been compromised in some way.

Quinn explains that he and some other senior

PROFILE ON ADMIRAL QUINN

NAME: Admiral Gregory Quinn

LIFE FORM: Human male

REMARKS: Admiral Gregory Quinn's conspiracy theories are confirmed when he becomes the target of an alien race's plan to infiltrate the highest level of Starfleet Headquarters as a prelude to an invasion.

FIRST SEEN: "Coming of age" (TNG)



Admiral Quinn's status as a high ranking and influential officer within Starfleet places him in jeopardy when an alien parasite takes over his body in 2364.

Starfleet figures have suspected a conspiracy within the **Federation** for some time. He does not know if the threat is from within or without the organization; he is not even absolutely certain it exists. He only knows that he needs strong people he can trust in key positions, and Picard is one of them. Quinn offers his old friend a promotion and the position of commandant of **Starfleet Academy**.

Picard turns down the

offer, disappointing Quinn, but the admiral knows that the *Enterprise* bridge is where Picard's heart belongs. He also knows that he can call on his friend any time that he needs.

Hostile takeover

That time comes more quickly than either might have expected. The facts of the apparent conspiracy mount up, with deaths attributed to accidents, bizarre orders backed by

high-ranking officers and interfleet communications at a minimum. The atmosphere of danger and paranoia grows by the day, and with good reason.

Quinn himself falls victim to the conspiracy, which is being orchestrated by a small parasitic alien life form as the prelude to an invasion. They control their human hosts by entering through the mouth and settling on the spinal column, and breathe through a small spine that protrudes from the back of the neck. Their chosen victims are Starfleet officers at the highest echelons of command — including Quinn.

The admiral's demeanor

SECRETIVE BEHAVIOR



★ Guests
Commander Remmick from the Inspector General's Office joins the admiral.

★ Greetings

It becomes clear that Quinn's rendezvous with the U.S.S. ENTERPRISE NCC-1701-D on Relva VII is not merely a social call.



★ Secrecy

After inspecting the ENTERPRISE Admiral Quinn reveals to Picard his fears of a conspiracy within Starfleet.



★ Strained
The admiral's furtive actions risk damaging his friendship with Captain Picard.



Admiral Gregory Quinn



★ Old friends

While the *ENTERPRISE* visits Earth, Captain Picard has the opportunity to renew some old acquaintances, meeting Admirals Quinn, Aaron, and Savar.

"That is not Gregory Quinn. It looked like him and sounded like him, but it isn't him."

— Captain Jean-Luc Picard sees through the alien possession

changes markedly under the influence of the parasite, despite the creature's best efforts to cover itself. He becomes relaxed, almost flippant and appears to be in the best of health. He says he has never felt better in his life and eagerly awaits new challenges. He also takes to offering "humble apologies" for misunderstandings – not characteristic of Quinn.

Picard notices the changes in his old friend immediately when the *Enterprise* visits Earth at the end of 2364. Quinn, together with Admirals Savar and Aaron,

★ Uncharacteristic behavior

On his return to the starship *ENTERPRISE*, Admiral Quinn seems a different man.



★ Medical care

Under the auspices of Dr. Crusher, Admiral Quinn makes a full recovery from his ordeal.



★ Shocked

Commander Riker is surprised to learn of the admiral's possession.



★ Under fire

The admiral can only be stopped using phaser fire due to his augmented strength.



★ Under the influence

Admiral Quinn, controlled by the alien parasite, attempts to implant Commander Riker with a similar alien organism, but Riker thwarts his plans by notifying security.

greet Picard from Starfleet Command and asks to transport aboard. The Quinn alien's plan is to facilitate the takeover of key officers aboard the Federation flagship, beginning with Dr. Beverly Crusher; it carries another parasite in a small case for this purpose.

Hunting hosts

The admiral claims that the captain took him too literally in his previous warnings about a supposed threat – he was simply

talking about the ongoing problems of bringing new races into the Federation. Picard is not fooled by this rather shallow attempt to allay his fears and orders Commander William T. Riker to stay close to Quinn.

The possessed Quinn makes no effort to conceal its true nature from Riker – whom it has decided will make a more appropriate host than Crusher. It takes perverse pleasure in unsettling the first officer before attacking him; it also displays a sick sense of

humor, putting the enormous strength gained from the parasite's stimulation of Quinn's adrenal glands down to an intake of vitamins.

The Quinn creature is unconcerned about revealing its existence and it fails to prevent Riker from alerting security. It appears blithely unconcerned about being discovered and recklessly attacks Lt. Worf and Lt. Commander La Forge just when its bluff to get out of the situation seems to be working. It tells the Klingon it could snap his neck in a moment, but it would not be as much fun.

THE PLOT THICKENS...

Disturbing Facts

Captain Picard visits Earth near the end of 2364 when the very real threat of a conspiracy within Starfleet becomes clear to him. Picard becomes concerned when he is secretly invited to a top-secret rendezvous on a secluded planet by three of Starfleet's finest captains: Rixx, Tryla Scott, and Walker Keel. The latter is an old friend of Picard's, and his paranoid talk uncomfortably echoes Admiral Quinn's misgivings earlier in the year. Keel's death and the destruction of his starship, the *U.S.S. Horatio NCC-10532*, strengthen Picard's suspicions, and Quinn's unusual manner when the *Enterprise* reaches Earth seals them. Picard goes on to uncover the vast alien conspiracy at the core of the Federation, and saves his old friend's life in the process.



▶ Fragile Truth

Captain Jean-Luc Picard's fears are not entirely put to rest when he questions the elite of Starfleet Command in an attempt to ascertain the truth concerning the alleged conspiracy.



▶ Tragedy

In 2364, Captain Picard's burgeoning concern is compounded when Captain Walker Keel's starship the *U.S.S. HORATIO NCC-10532* is destroyed.

Mother creature

Quinn is disabled by three phaser shots fired by Doctor Crusher before it can do any serious damage. A medical examination reveals the existence of the attached alien parasite – which dies when Picard and Riker locate and kill the mother creature harbored by Remmick at Starfleet Command.

Admiral Quinn makes a full physical recovery under Crusher's care, but his mental health after such an ordeal may take a longer time to heal. The alien attempt to take over the Federation is exposed and Quinn will doubtless continue to serve Starfleet at a senior level when he recovers.

Captain Wainwright

The bullish **Captain Wainwright** plays an integral role in one of the United States Army's most fantastic episodes: the crash of three 'Martians' called **Quark, Rom and Nog** at Roswell in 1947.

OTHER CARDS IN THIS FILE...

14 EDITH KEELER
17 AMELIA EARHART
25 CAPTAIN JOHN CHRISTOPHER

SEE OTHER FILES...

STAR TREK:
DEEP SPACE NINEFile 70

Extraordinary and terrifying tales of incursions by aliens from another world reached fever pitch on the planet Earth in the 1940's and 1950's, bolstered by a significant increase in sightings of supposed Unidentified Flying Objects (UFOs). The facts of many of these stories were repudiated by the authorities – but for a short time in 1947, the nation state known as the United States of America played host to three genuine examples of alien life.

Captain Wainwright is at the center of this amazing **First Contact**. The captain serves in the United States Army Air Corps and looks to be in his late 30's or early 40's. He has rounded features and a buzz cut that cannot disguise his receding hairline. He also indulges in the lethal and highly addictive habit that slowly poisons many of his contemporaries: smoking cigarettes.

Wainwright reports directly to **General Rex Denning** and acts as his right-hand man in the case that passes into folklore,

known simply by its location: Roswell, New Mexico. His involvement begins when he is sent from the Roswell base to investigate an apparent crash in the desert. He discovers an intact alien shuttlecraft and three living beings and arranges for his charges to be ferried back to the base.

Secret mission

It is paramount, especially at this time in Earth's history, to prevent panic among the general public. Wainwright acts by the book, taking into custody for an appropriate debriefing the farmer who first discovered the crash site and contacted the military. He also convinces a Roswell local who tells the press stories about a flying saucer to issue a retraction; his methods of doing so are unclear, but are not likely to be friendly.

The captain thinks on his feet and dreams up an implausible cover story involving a crashed weather balloon to placate the press. He is conscious of the delicate nature of this assignment, however, and insists that only those absolutely crucial to the

PROFILE ON WAINWRIGHT

NAME: Wainwright

LIFE FORM: Human male

RANK: Captain in the United States Military

MISSION: To ascertain why three extraterrestrials have crashed on Earth in 1947.

FIRST SEEN: 'Little Green Men' [DS9]



▶ Captain Wainwright is a typical military officer of the mid-20th century. He conducts himself with an assured bravado and believes that the United States is under constant threat from the Soviet Union.

project be involved, as too many people know about the discovery as it is. These favored few include

Professor Jeff Carlson, Nurse Faith Garland and a small number of military policemen.

Investigation

Wainwright supervises the examination of the alien shuttlecraft in Hangar 18 at the military base. He and his small team cannot figure out what drives the engines, let alone how they work. This failure may go some way to explaining his hostility toward, and contempt of scientists.

He believes they are like children, always walking around with their heads in the clouds. He treats Carlson with some disdain.

The captain also joins the team that tries to communicate with their three alien captives: the **Ferengi** males **Quark, Rom and Nog**. These three end up in 1947 en route from **Deep Space Nine** to **Starfleet Academy** on Earth, piloting a vessel provided by Quark's cousin, **Gaila**. Sabotage aboard the ship forces Rom to take

desperate measures – and their temporal displacement is an unfortunate side effect.

The Ferengi's **universal translators** initially fail to work and Wainwright spearheads the attempts to communicate. He watches the aliens beating their heads while trying to fix the faulty translators, and suggests emulating what is perhaps a greeting. All that he achieves is looking rather foolish.

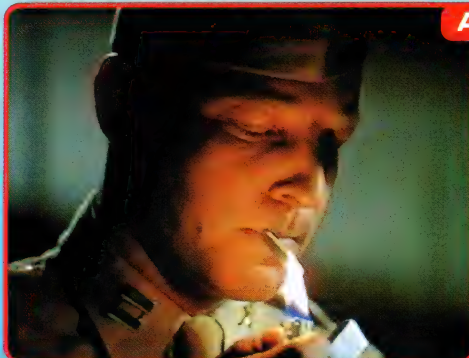
Wainwright shares with General Denning and U.S.

★ Head-banging
Wainwright joins Professor Carlson in attempting to communicate with the Ferengi.



★ Actions speak louder...
Wainwright watches as Professor Carlson attempts to speak with the bewildered Ferengi. The captain finds such a course of action slow and unsatisfying and would prefer a more direct strategy to be implemented.

A MILITARY MAN



★ Addiction

Wainwright smokes cigarettes, possibly in the belief that doing so enhances his appearance to others.



Captain Wainwright

"They're not people, they're things — invaders from another world."

— Captain Wainwright articulates his bigoted views on the Ferengi visitors



★ Interrogation

Wainwright initially appears to revel in his interrogation of the Ferengi, but his efforts prove to be somewhat frustrating.

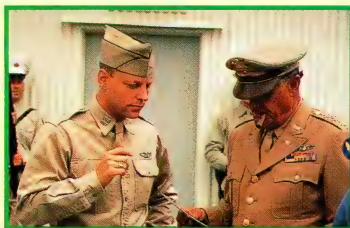
President Harry S. Truman a distrust of the business negotiations suggested by Quark once verbal communication is established. He is placed in charge of interrogating the aliens to find out more about their agenda. The captain clearly relishes the prospect, and promises that he will get to the truth.

His true qualities as a xenophobe and a bully soon come to the fore. He believes Quark and the other Ferengi are invaders and it is up to him to put an end to whatever the creatures are



★ Superior officer

Wainwright reports his findings directly to General Denning, his superior officer.



planning. This conviction leads him to ignore conventions of humane treatment because the matter involves national security. He uses standoff tactics, threats and sodium pentathol injections administered by Garland to try and extract the answers he wants.

Paranoia

Wainwright, like many of his fellow military officers of the time, is obsessed with the Russians. He begins the questioning by asking "the loud one" — Quark — everything he knows about

★ Bad communications

Wainwright's initial attempts to converse with the Ferengi are thwarted by their universal translators.

★ Colleagues

Wainwright works closely with Nurse Garland and Professor Carlson, but treats both with contempt.



America's Cold War opponents. He even presses a scalpel to the Ferengi's throat, professing that he has always wanted to see what a Martian looks like from the inside.

Wainwright is fortunately fairly stupid. He is immediately taken in by Nog's desperate story that they are advance scouts for a Ferengi invasion fleet that includes an impressive-sounding 300

★ Marauder-class Attack Cruisers.

His arrogance leads him to allow Nog to be untied to point out the fleet's planned landing site on a nearby map. He is stunned to learn Cleveland will be the first point of invasion.

The captain may enjoy handling a gun, but his reflexes are poor. He is disabled and

rendered weaponless by Nog, who is half his size. The Ferengi do not succeed in this escape attempt and the only part of Wainwright actually hurt is his pride — but he orders the MPs to open fire anyway. This is an irresponsible choice of action under the circumstances and demonstrates his unsuitability for such an important assignment.

Mission failure

Wainwright ends up being whacked over the head with a tray and knocked out cold when Garland and Carlson decide they must help the Ferengi escape rather than watch the patently innocent creatures be tortured. No permanent damage is done and the captain presumably believes Garland's later explanation that she and Carlson were controlled by the aliens' insidious mind control powers.

Captain Wainwright returns to his usual duties when the Roswell case is effectively closed and likely the most amazing time of his career remains the events surrounding a crashed weather balloon — or something.

★ Fooled

Captain Wainwright is tricked by Nog into believing that the Ferengi intend to invade Cleveland.



GENERAL REX DENNING

Authoritative figure

Denning is a no-nonsense senior officer with a gruff manner. He acts as liaison between the United States Army Air Corps and the government during the Roswell situation

He happily delegates most of the on-the-ground responsibilities to Captain Wainwright, but Denning is the first person to converse with the Ferengi when they repair their universal translators. He listens to Quark's talk of trading opportunities, but the Ferengi reminds the general of his brother-in-law — a car salesman. He does not trust the big-eared aliens and believes they have a more sinister agenda.

He later almost succeeds in preventing the Ferengi from escaping with the help of Carlson and Garland, but the Changeling Odo — a stowaway on Quark's shuttle — intervenes and renders the general unconscious. Denning closes the Roswell case soon after and alien life once more becomes a matter for speculation.



★ First Contact

general Denning is, perhaps, the first human to knowingly speak with a life form from another time and place.

Ty Kajada

Ty Kajada pursues the Kobliad criminal Rao Vantika for most of her adult life and is well aware of his ability to fake his own death. Although her warnings are disbelieved at first, subsequent events prove her to be correct.

Ty Kajada is an experienced Kobliad security officer. Like other members of her humanoid race, a narrow bony ridge extends vertically upward from the middle of her nose to the crown of her head. Her black hair is tied at the back, and she wears a one-piece V-necked maroon jumpsuit that has a pale center section. There are purple markings on the skin at the side of her temples and chin.

A dying race

As a race, the Kobliad suffer from unstable cell structures. Their life span can be prolonged by the application of **duridium**, which is supplied as frequently as possible by the **Federation**, but there is insufficient duridium to service the entire Kobliad population and some

people attempt to obtain supplies illegally. Ty Kajada's duties include protecting duridium supplies and tracking down and capturing the criminals that steal them. She carries a weapon in a holster at her hip and is authorized to kill, although it is unknown whether death is a sentence previously handed down by Kobliad judicial authorities or an option that is left to her discretion.

Ty Kajada's pursuit of the resourceful and dangerous **Rao Vantika**, a rogue scientist who has killed others, has taken some 20 years. On several occasions she has captured him only for him to escape. The constant strain seems to have affected her sleep patterns and she occasionally uses an **alpha-wave inducer** to prevent insomnia. Her final battle with him starts, ironically,

PROFILE ON TY KAJADA

NAME: Ty Kajada

LIFE FORM: Kobliad female

POSITION: Kajada is an operative of Kobliad security, charged with protecting duridium supplies.

REMARKS: Ty Kajada's claims regarding Rao Vantika's continued existence may seem outlandish, but they are based on years of personal experience with the criminal.

FIRST SEEN: 'The Passenger' (DS9)

Ty Kajada has dedicated her life to tracking down the determined and elusive criminal Rao Vantika.



OTHER CARDS IN THIS FILE...

11 MORN
34 HAGATH
49 ANAYA

SEE OTHER FILES...

STAR TREK:
DEEP SPACE NINE.....File 70

A DETERMINED OFFICER

★ In the line of duty

Kajada is determined to be involved with every aspect of her prisoner's capture - including ascertaining whether he is dead.



★ Dead at last?

Ty Kajada insists that Dr. Julian Bashir perform a number of tests to confirm that the body in DEEP SPACE NINE's infirmary is that of Rao Vantika.

★ Danger

Kajada relates her history with Vantika with a deep conviction in an attempt to convince DEEP SPACE NINE's crew of his threat.



when he escapes from captivity on her transport ship by setting fire to his cabin. Ty Kajada is injured when the central power linkage explodes, but

manages to send a distress call. She regains consciousness to find **Dr. Julian Bashir** tending her and tries to warn him not to open the secure cell that

holds Rao Vantika. While she is recovering in the infirmary on station **Deep Space Nine**, Ty Kajada questions Dr. Bashir about the fate of her erstwhile prisoner. Even though the doctor assures her that Rao Vantika is dead, she suggests he run a retinal imaging scan to confirm that there is no residual activity in the visual cortex and warns him that Vantika has faked his death on many occasions. She asks him to perform an autopsy on the body to confirm its identity with a DNA reference scan and requests that her damaged ship is also scanned for

★ To be certain

Kajada intends to make sure that her nemesis is finally dead; she passionately stabs at his lifeless corpse in an effort to be sure that the threat he poses is nullified.



Ty Kajada



★ Demands

Kajada requests that Odo keep her informed of the details of a shipment of duridium due to arrive at DEEP SPACE NINE, but he is reluctant to share the information.

anomalous life forms.

During an emergency meeting called to discuss a computer failure when everything in the active memory is accessed and purged, Ty Kajada tries to convince the senior staff that Rao Vantika is alive and well on *Deep Space Nine*, and that his intention is to hijack a shipment of duridium due to arrive at the station. She suggests that he used a **subspace** shunt attached to a secondary system to access the computer and retrieve the security files, a maneuver he once carried out on **Rigel VII**. When

Commander Benjamin Sisko expresses his skepticism, she angrily tells him not to patronize her and explains that Vantika is obsessed with his own survival. She tells the meeting that in the past he has utilized drugs, cryogenics and transplants to prolong his life, used prisoners for illegal experiments when working in a high-security penitentiary and organized raids on government labs to steal bio-regenerative research.

Doubts and concerns

Later, when Dr. Bashir gives her the test results she asked for and tells her the body is definitely that of Rao Vantika, she is adamant that something has been overlooked. She is incensed when **Security Chief Odo** changes the computer security codes and refuses to tell her the arrangements for the duridium shipment, calling him a fool. She suggests that Vantika may have made contact with **Quark**, and resolves to keep him under surveillance. While watching Quark in a huddle with alien mercenaries, Ty Kajada is pushed off the third floor balcony in Quark's bar and loses consciousness.

★ Reassurance

Dr. Bashir assures Kajada that the threat posed by Rao Vantika has finally passed. He shows her his detailed medical data to verify his claims.



★ Injured

Kajada is rendered unconscious after she is pushed from the upper levels of Quark's bar. She believes that the Ferengi is assisting Vantika.



★ No end in sight

Despite all claims to the contrary, Ty Kajada insists that Rao Vantika has escaped death once more. She vows to continue her pursuit of him.

Kajada's incapacitation prevents her from witnessing Vantika's last stand, as he hijacks the duridium shipment, his consciousness having been revealed to be contained within Dr. Bashir's body.

Fortunately, Vantika is successfully captured and his neural essence is stored in a small container. When Ty Kajada recovers, she apologizes to Bashir for the experience he has endured, before disintegrating the container and ending the threat forever.

"I know Vantika. I've learnt to think as he thinks." — Ty Kajada

★ Face of the enemy

Kajada's injuries require her to undergo treatment in sickbay. She does not realize that Vantika's mind is within Bashir.



★ End of the line

Ty Kajada forever ends the threat presented by Rao Vantika by destroying the receptacle that holds his consciousness.

EVIL PRESENCE

Mind over matter

Over the years, Starfleet officers have encountered a number of alien species that are able, through various means, to impose their will on other beings. In the 23rd century, the crew of the *U.S.S. Enterprise NCC-1701* defeat the murderous Redjac entity who possesses Mr. Scott on Argelius II and are embroiled in the plans of the insane Dr. Janice Lester, who uses ancient technology found on Camus II to switch bodies with Captain James T. Kirk.

Over 100 years later, the dying Dr. Ira Graves manages to transfer his consciousness into Lt. Commander Data for a time, while Data, Counselor Deanna Troi and Chief Miles O'Brien are possessed by disincorporate alien criminals on the planet Mab-Bu VI. The telepathic Saltah'na archive forces the humanoid staff of *Deep Space Nine* to re-enact an ancient power struggle, while five years later Pah-wraiths take over the bodies of Keiko O'Brien, Jake Sisko and Major Nerys. During their journey home through the Delta Quadrant, several crew members aboard the *U.S.S. Voyager NCC-74656* are attacked by the Komar, trianic energy beings that want to absorb neural energy. The Ocampa Kes is possessed by the ruthless mind of the Ilari Autarch Tieran and Captain Kathryn Janeway is attacked by an unknown alien entity that makes her hallucinate. Lt. Tom Paris's consciousness is swapped with that of the alien Steth in 2374, and the following year he is controlled by the sentient vessel Alice.



▲ Evil spirit

Jake Sisko is possessed by a Pah-wraith in 2374. This life form threatens Jake's life and station DEEP SPACE NINE.

◀ Taking over

Kes's calm and compassionate character is overcome by the ruthless and sadistic personality of the Ilari Tieran in 2373.

Dinaal Computer Interfaces

The sophisticated technologies employed in the *Hospital Ships* operated by the Dinaal are a medical marvel, but they also serve to highlight the ever-widening disparity that exists in the treatments offered by the separate levels aboard the immense vessel.

Following a series of ecological disasters that cause worldwide devastation to their planet, the Dinaal employ a race renowned for their administrative skills to organize and dispense their healthcare in a series of sub-orbital *Hospital Ships* primarily controlled by a highly sophisticated computer system known as the **Allocator**. *Hospital Ship 42 allocation module Alpha* is under the jurisdiction of **Administrator Chellick**, a man faced with the care of thousands of patients who are assigned a **treatment coefficient** more commonly referred to as a **TC** by the Allocator. The TC is based on a complex series of factors, including an individual's profession, personal skills and achievements. An individual's TC rating entirely governs the level of care they will receive if injured or suffering from an illness, with the Allocator controlling all aspects of their movement, treatment and subsequent discharge from the hospital complex. The entire system is viewed as unethical and disgraceful by the *U.S.S. Voyager* **NCC-74656**'s stolen **EMH** when he is forced to practice on the *Hospital*

Ship for four days in 2377, although the use of a completely impersonal computer system to evaluate the contribution an individual can make to society is fiercely defended by the Dinaal and Chellick as an attempt to revive their entire world.

Complex treatment

The *Dinaal Hospital ships* rely heavily on a series of integrated computer systems for the monitoring and treatment of patients as well as the dispensing of drugs, identification of patients and transfer of individuals from one part of the *Hospital Ship* to another. The standard of care is denoted by a number of color-coded levels within the ship, with the Allocator's control of a patient's care beginning when the individual arrives at the complex. On entering the hospital a patient's blood factor is automatically scanned for evidence of a number of diseases, with the same illuminated bulkhead panel also used to determine their race, identity and TC. The patient is given a temporary alpha-numeric code for reference during the treatment that is used to check the allocation of medication allowed by that patient's TC and to compile a detailed record of their

care. Depending on the level in which the patient is being treated, the availability of computer equipment dedicated to individual patients varies widely and while all of the technology is of a similarly high level a patient being treated in the lowest priority Green Level will not have as many systems available to them as the continually chaotic Red, or most prestigious Blue Level.

Computer interaction

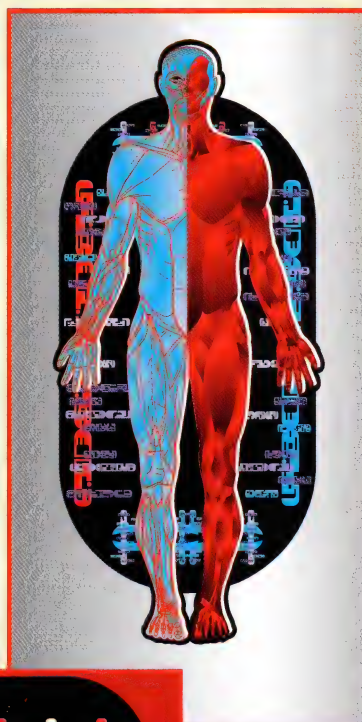
The Allocator system can be directly interrogated by audio commands by Chellick and is also the first point of contact for alien vessels wanting to communicate with the *Hospital Ship*; Chellick directly controls communication, and has authorization over the Allocator's ability to speak with outsiders. Chellick's relationship with the computerized system is very close and while he can control the day-to-day running of the complex, the Allocator automatically dispenses medication and also supervises the ordering of drugs based on their periodical usage. This can lead to the amount of drugs dispensed being reduced if a level performs particularly efficiently, leading to a possible shortfall that



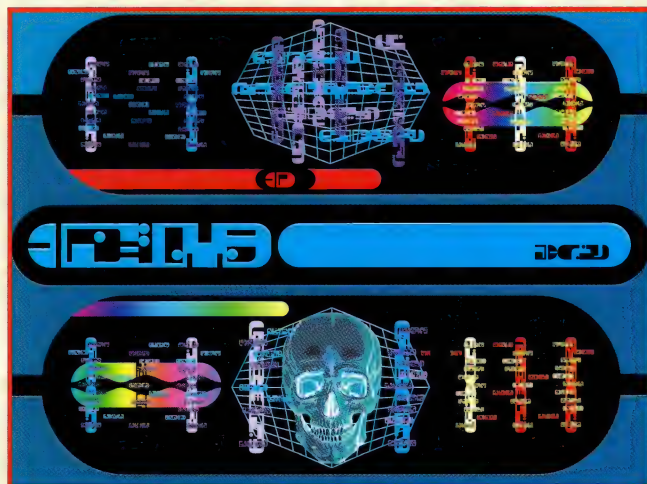
Administrator Chellick becomes a patient of the *HOSPITAL SHIP* due to the efforts of the Doctor in 2377.

may reduce recovery rates in the long term. Doctors working within the *Hospital Ships* have full access to the various touch-sensitive monitors and drug dispensing units aboard the vessel, but have no authorization to amend the patient database and therefore increase an individual's Treatment Coefficient no matter what their need for medication may be.

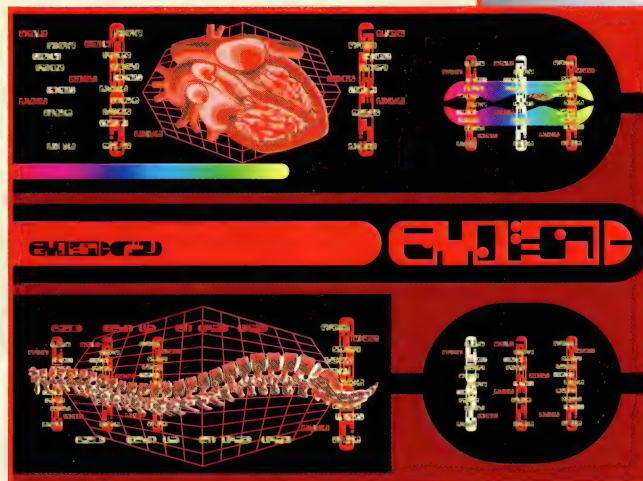
The computer display screens available for use by the doctors vary



The computer displays of the Red Level are colored in vibrant tones. This patient will probably not receive the treatment they need to survive.



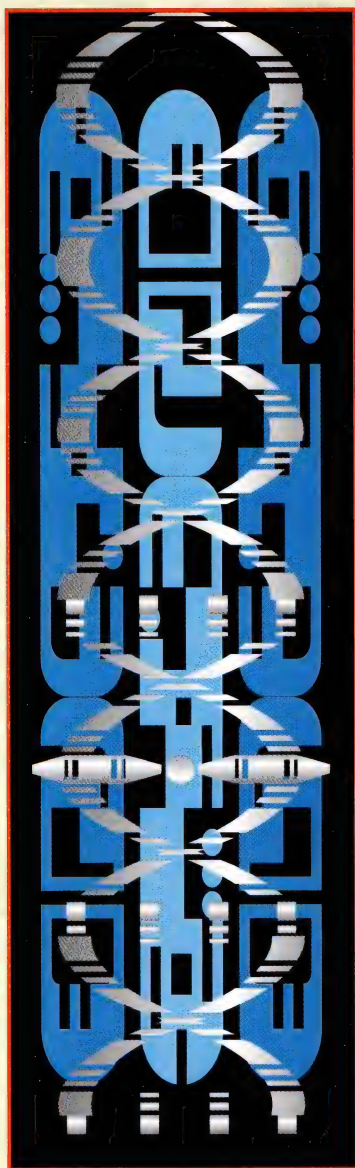
The soothing colors of the Blue Level indicate that this patient is being treated in the most comfortable section of the *HOSPITAL SHIP*. Every resource available will be used to ensure that this valuable individual is successfully cured.



The *HOSPITAL SHIP*'s computers can display detailed scans of a patient's body. This can assist in determining their ailment and lead to a successful course of medication - provided that the individual's Treatment Coefficient is high enough.

Dinaal Computer Interfaces

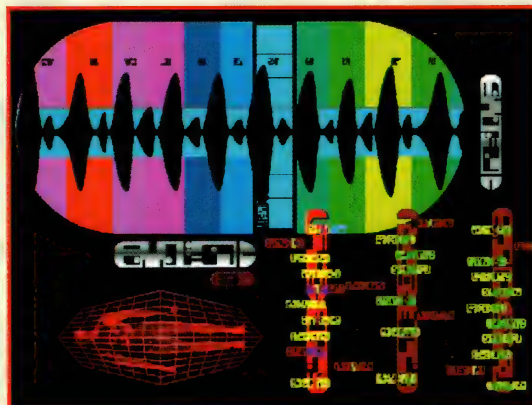
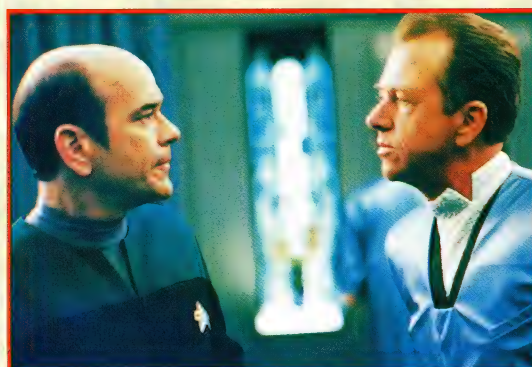
Many of the displays feature intricately designed interwoven graphics that resemble strands of DNA.



The Dinaal language appears on most computer screens. It can be read in both horizontal and vertical orientations.



The HOSPITAL SHIP computers show the disparity that exists between the overcrowded Red Level, and the comfortable Blue.



The sine wave that features on this display provides a means of displaying the patient's condition at a quick glance.

The Doctor faces adversity during his enforced stay on the HOSPITAL SHIP in 2377, when he argues that the most seriously ill patients are not receiving sufficient medical treatment to save them.

in size and location depending on the level in which they are situated. The Red Level screens are built into the inner bulkhead walls directly above the patient's head within small rectangular flat-screen displays and all of the computer systems utilize bright reds to match the level's identity. The information relayed to the physician can be interrogated directly by the touch-sensitive controls or can also be linked to a number of handheld medical scanning devices, with information transferable between consoles within the area and even between levels. Computer animated displays

show the patient's vital signs at a glance, utilizing a sectional multi-colored sine wave and a thermometer display

as well as specific information in the complex Dinaal script. One part of the display features a sectional humanoid shape within a red colored electronic grid that can be formatted to show cross sections of the brain and other organs.

High priority

Computerized displays are used in the main elevators linking the different levels, with a large illuminated multi-colored display showing the relative positions of each floor. On entering the Blue Level, it is immediately obvious that it incorporates a far higher level of computer displays per patient, with the individual patients separated by screens in far more spacious and well-lit alcoves. The displays are similar to those on the Red Level but use the color blue, giving a far cleaner and sterile

look to the entire level. Small displays are set into the bulkhead walls directly above the patient's heads and show similar information to the Red Level, although an audio activated medication dispenser is set into a nearby wall and nurses are also able to utilize free-standing computer consoles next to the patients as well as a number of other controls at their own stations. The computerized patient information tends to be much more varied and detailed on this level, showing full-body scans of patients deemed more important to society because of their elevated Treatment Coefficients.

All of the Dinaal medical displays have the ability to show what drugs have been introduced to the patient's body, increasing the security of the system and reducing the risk of patients being assigned drugs they are not entitled to. Administrator Chellick's computer station gives him the ability to scrutinize the records of any patient, and also allows him to integrate the EMH's holographic matrix into the Allocator's system and pass control of the Doctor to the Hospital Ship's computer. He subsequently discovers that connection to the Allocator allows the Doctor to access some of the Hospital Ship's control codes.



This emblem appears on many of the sophisticated technologies found aboard the HOSPITAL SHIP.



FILE 68 STAR TREK: The Original Series

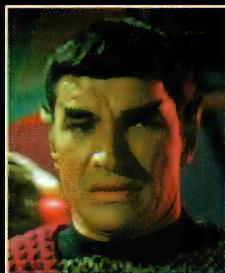
STAR TREK: The Original Series Index

Part 2 The crew of the *U.S.S. Enterprise NCC-1701* encounter many strange new life forms during the course of their five-year mission. Many of these range from the dangerous to the bizarre and the terrifying, but such encounters do much to increase the knowledge of the **United Federation of Planets**, opening new possibilities for the future.

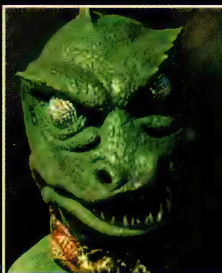
RACES



Klingons
File 11
Card 2

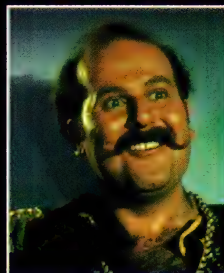


Romulans
File 12
Card 1



The Gorn
File 18
Card 99

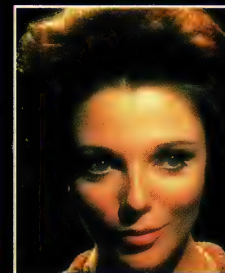
PERSONNEL



Harcourt Fenton Mudd
File 44 Card 1



Khan Noonien Singh
File 44 Card 2



Edith Keeler
File 44 Card 14

ROMULAN BIRD-OF-PREY



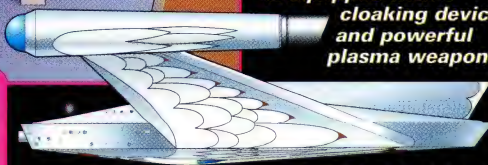
ROMULAN BIRD-OF-PREY: Bridge
File 35 Card 2A

◀ The bridge of the **ROMULAN BIRD-OF-PREY** is a compact facility in which the small number of crew operate the vessel's controls. No provision is made for personnel to sit, including the commander.

▼ The **ROMULAN BIRD-OF-PREY** is equipped with a cloaking device and powerful plasma weapons.

ROMULAN BIRD-OF-PREY

File 35 Card 2



PORT VIEW

THE HORTA



◀ The **Horta** is a silicon-based life form that lives under the surface of the planet Janus VI. Every 50000 years all but one of these creatures dies, leaving the lone survivor to guard the eggs that will form the next generation in the Vault of Tomorrow.

The Horta
File 18 Card 161

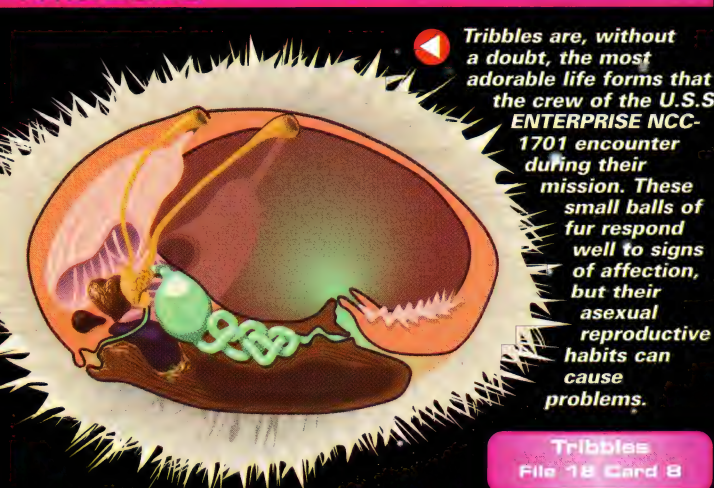
THE GUARDIAN OF FOREVER



The Guardian of Forever
File 8 Card 7

▲ The **Guardian of Forever** is a mysterious sentient portal that acts as a gateway between the past, present, and future.

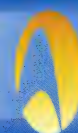
TRIBBLES



◀ Tribbles are, without a doubt, the most adorable life forms that the crew of the *U.S.S. ENTERPRISE NCC-1701* encounter during their mission. These small balls of fur respond well to signs of affection, but their asexual reproductive habits can cause problems.

Tribbles
File 18 Card 8

STAR TREK: The Original Series Index Part 2

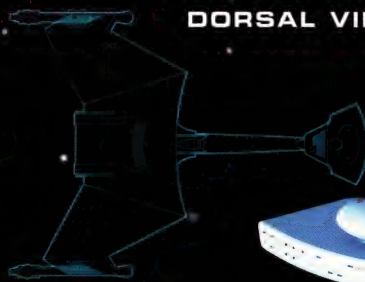


KLINGONS

PORT VIEW



DORSAL VIEW



VENTRAL VIEW



AFT VIEW



Klingon weapons utilize similar directed-energy technology as Starfleet phasers, but are designed to inflict pain, rather than lead to the safe and peaceful subduing of a potential threat.

Klingon warriors of the 23rd century always have their weapons at the ready.



Klingon Disrupter Pistols: 2260s
File 60 Card 4A

KLINGON D-7 BATTLE CRUISER
File 34 Card 3

The stalwart vessel of the Klingon fleet in the 2260's is the D-7 BATTLE CRUISER. These graceful vessels also form part of a short-lived alliance with the Romulan Star Empire, and remain in service well into the mid-24th century.

THOLIANS



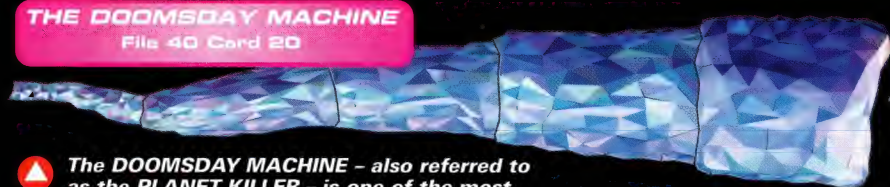
THOLIAN WEB SPINNER
File 40 Card 1



The U.S.S. ENTERPRISE NCC-1701 is ensnared in the energy web that is spun by two THOLIAN WEB SPINNERS in 2268.

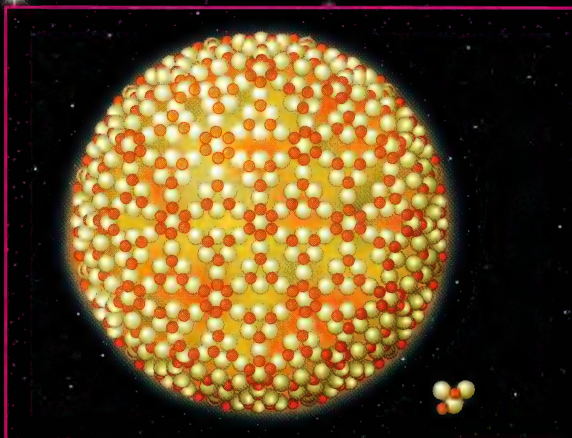
THE DOOMSDAY MACHINE

THE DOOMSDAY MACHINE
File 40 Card 20



The DOOMSDAY MACHINE - also referred to as the PLANET KILLER - is one of the most devastating space weapons ever encountered by a Starfleet vessel. This immense device literally carves up planets and ingests them as a means of providing energy for its voyage through the Galaxy.

THE FESARIUS



The FESARIUS is a vessel of exploration assigned to the First Federation. This massive starship employs formidable technology, yet, amazingly, it is crewed by Balok alone.

The FESARIUS
File 40 Card 23

BALOK

Balok
File 58 Card 65

Balok initially appears to the U.S.S. ENTERPRISE NCC-1701 crew as a fearsome alien. He is later revealed to be a childlike being.



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S update

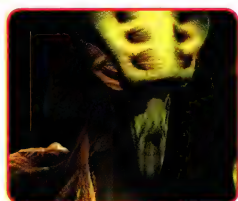
Species 5973 Multispectrum particle, space-dwelling life form encountered by the **Borg** in **Galactic cluster eight**. Since Species 5873 is noncorporeal, it was never a candidate for assimilation into the collective. (*Starship Log*: 'The Haunting of Deck Twelve' [VOY]) **SEE FILES 15, 71**

Species 6291 [Yridians] Group currently resident in the **Alpha Quadrant** and known as information brokers. The **Borg** classifies Species 6291 as extinct. **Seven of Nine** learned otherwise when **Captain Kathryn Janeway** described **Captain Rudolph Ransom III's** Yridian **First Contact**. (*Starship Log*: 'Equinox', Part I [VOY]) **SEE FILES 15, 71**

Species 6339 Ven's people. 11 billion individuals from Species 6339, a warp-capable group from the **Delta Quadrant**, were assimilated by the **Borg** between 2371 and 2375. Species 6339 struck back in 2375 with a virus that crippled a **Borg Vinculum**. (*Starship Log*: 'Infinite Regress' [VOY]) **SEE FILES 15, 18, 38, 71**

Species 6961 [Ktarians] Regarded as effective tactical drones by the **Borg**. **Erin** and **Magnus Hansen** tagged a Ktarian drone because he was in direct contact with **Unimatrix One**. **Samantha Wildman's** husband **Greskrendregk**, is Ktarian. (*Starship Log*: 'Dark Frontier' [VOY]) **SEE FILES 15, 71**

Species 8472 **Borg** name for an advanced and deadly life form from **fluidic space**. After the **Borg** and **Captain Kathryn Janeway** halted their invasion, Janeway opened a peaceful dialogue with representatives of Species 8472. (*Starship Log*: 'Scorpion', Part I [VOY]) **SEE FILES 15, 18, 40, 71**



▲ **Species 8472** launched a series of attacks against the **Borg** in late 2373.

Species 10026 Warp-capable **Delta Quadrant** civilization, population 392000, assimilated by the **Borg** of **Unimatrix One** in 2375. Species 10026 resisted with shield-piercing **phasers**, but the collective adapted. **Seven of Nine** helped four individuals escape. (*Starship Log*: 'Dark Frontier' [VOY]) **SEE FILES 15, 18, 71**

Spillane, Mickey Pseudonym for 20th-century Earth detective story novelist Frank Morrison whose violent detective stories usually featured Mike Hammer. **Miles O'Brien**, **Odo** and **Kira Nerys** were 24th-century Spillane fans. ('Profit and Loss' [DS9]) **SEE FILE 70**

spinach Leafy green vegetable often found in dishes prepared by **Benjamin Sisko**, like blackened redfish with creamed spinach and sauteed beets and **Bajoran ratamba stew** over spinach linguine. Juiced spinach was on the **U.S.S. Voyager NCC-74656's** menu. (*Starship Log*: 'Equilibrium' [DS9]; 'Eye of the Needle' [VOY]) **SEE FILES 70, 71**



▲ **General Martok** was awarded the **Star of Kahless** for his bravery against the **Dominion**.

Spitfire Winged aircraft used by the British during Earth's second world war. A holographic Spitfire was part of the Battle of Britain hologram enjoyed by **Miles O'Brien** and **Dr. Julian Bashir**. (*Starship Log*: 'Accession' [DS9]) **SEE FILE 70**

Spock, Dr. Benjamin McLane 1903-1998. United States pediatrician whose 'Common Sense Book of Baby and Child Care' revolutionized child rearing. The **U.S.S. Voyager NCC-74656's** **Doctor** briefly considered honoring Spock by taking his name as his own. (*Starship Log*: 'Ex Post Facto' [VOY]) **SEE FILE 71**

Star of Kahless Klingon award of excellence earned by **General Martok** in 2375. The medal was presented only after **Gowron**, **Martok**, **Captain Benjamin Sisko** and **Admiral William Ross** had ceremoniously covered it with their blood. (*Starship Log*: 'When It Rains...' [DS9]) **SEE FILES 11, 48, 70**

Starfleet Regulation 476-9 Rule that states, "All Away Teams must report to the bridge at least once every 24 hours." **Naomi Wildman** recited this regulation after not hearing from her mother in more than a day. (*Starship Log*: 'Once Upon A Time' [VOY]) **SEE FILES 19, 71**

Starfleet Regulation 191, Article 14 Rule that states, 'In a combat situation involving more than one ship, command falls to the vessel with tactical superiority.' **Captain Kathryn Janeway** quoted this regulation to **Captain Rudolph Ransom III** in 2375. (*Starship Log*: 'Equinox' [VOY]) **SEE FILES 19, 71**

Starfleet Symposium, annual Yearly assemblage of **Starfleet** personnel involved in **Gamma Quadrant** politics. In 2371, **Benjamin Sisko** and his senior staff were scheduled to make presentations to the gathering at **Starfleet Headquarters**. (*Starship Log*: 'Past Tense', Part I [DS9]) **SEE FILE 70**

Starry Night, The Artwork painted by Vincent Van Gogh during Earth's 19th century that was found in **Zibalian** trader **Kivas Fajo's** collection when he and his goods were seized in 2366. (*Starship Log*: 'The Most Toys' [TNG]) **SEE FILE 69**

steering jets Component of the **Captain Proton** holoprogram **Rocket Ship**. (*Starship Log*: 'Bride of Chaotical!' [VOY]) **SEE FILES 40, 71**

Species 5973
Species 6291 [Yridians]
Species 6339
Species 6961 [Ktarians]
Species 8472
Species 10026
Spillane, Mickey
spinach
Spitfire
Spock, Dr. Benjamin McLane
Star of Kahless
Starfleet Regulation 476-9
Starfleet Regulation 191, Article 14
Starfleet Symposium, annual
Starry Night
steering jets
Stockholm Syndrome
strafing course
Stretch
Sturgeon, Theodore
subspatial transkinetic analysis
subvocal processor
Sullivan, Michael
Sun Tzu
Supreme Commander
surprise party
Susann, Jacqueline
synaptic stimulator
synaptic transmitter
synaptizine



▲ **Captain Kathryn Janeway** assumed command over **Captain Ransom** and his crew in 2375, as her vessel had tactical superiority over his.



▲ **Kivas Fajo** intended to place **Data** among his collection of rarities, which included **Vincent Van Gogh's** acclaimed **Starry Night**.



Stockholm Syndrome

Psychological term covering the unexpectedly sympathetic bond that develops between a prisoner and captor, especially after an extended detainment. **Dr. Beverly Crusher** suggested this to explain **Jeremiah Rossa's** affection for **Captain Ender**. (*Starship Log: 'Suddenly Human'* [TNG]) **SEE FILE 69**



▶ **Jeremiah showed an allegiance to Captain Ender, despite the fact that he abused the boy.**

strafing course

Flying attack pattern permitting continuous, close-range fire. **Ensign Angela Martine** and **Esteban Rodriguez** experienced the tactic's effectiveness on ground troops in 2267 on the 'amusement park' planet. In 2374, **Tim Watters** ordered a strafing run on a **Dominion Battleship**. (*Starship Log: 'Shore Leave'* [TOS]; 'Valiant' [DS9]) **SEE FILES 19, 68, 70**

Stretch

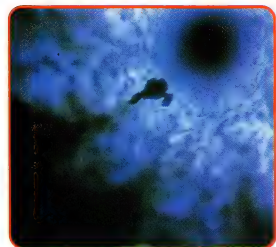
Odo's nickname in the **Vic Fontaine** holoprogram during the jack-in-the-box subroutine incursion. Odo was given the appellation by bodyguard **Tony Cicci**. (*Starship Log: 'Badda-bing, Badda-bang'* [DS9]) **SEE FILE 70**

Sturgeon, Theodore

1918-1985. Pseudonym for **Edward Hamilton Waldo**, a science fiction writer who emphasized human relationships over hardware. **Herbert Rossoff** wanted to have his stories appear in the same magazines as Sturgeon. (*Starship Log: 'Far Beyond the Stars'* [DS9]) **SEE FILE 70**

subspatial transkinetic analysis

Technique used by **Captain Janeway** to extrapolate the location of an intermittent **cyclical vortex** based on its previous appearances and **subspace** harmonics. The analysis took several minutes to complete. (*Starship Log: 'Counterpoint'* [VOY]) **SEE FILE 71**



▶ **The crew of the U.S.S. VOYAGER NCC-74656 used subspatial transkinetic analysis to help telepathic refugees flee through a cyclical vortex.**

subvocal processor

Module installed in a humanoid as part of the **Borg** assimilation process. A malfunctioning **subvocal processor** compromises a drone's ability to communicate verbally. (*Starship Log: 'Unimatrix Zero', Part II* [VOY]) **SEE FILE 71**

Sullivan, Michael

Male character who owns **Sullivan's** Public House in the **Fair Haven** holoprogram aboard the **U.S.S. Voyager NCC-74656**. His original description gave **Sullivan** a simple outlook and a wife, **Frannie**. After **Captain Janeway** met Sullivan, she upgraded his intellect parameters, deleted the wife, and shared a romantic interlude. (*Starship Log: 'Fair Haven'* [VOY]) **SEE FILES 29, 71**

▶ **Captain Kathryn Janeway shared a romantic relationship with Michael Sullivan in 2376, despite the fact that she initially had reservations about falling in love with a hologram.**



Sun Tzu

Chinese author of Earth's first handbook on the strategy, philosophy and tactics of war. **Commander William T. Riker** quoted tips from this 4th century BC work to **Captain Jean-Luc Picard**, who was glad it was still being taught at **Starfleet Academy**. (*Starship Log: 'The Last Outpost'* [TNG]) **SEE FILE 69**

Supreme Commander

Powerful authority in the **Klingon** military hierarchy. After becoming Supreme Commander of the **ninth fleet** in 2374, **Martok** discovered the honor also meant additional administrative duties. (*Starship Log: 'You Are Cordially Invited...'* [DS9]) **SEE FILES 48, 70**

surprise party

Celebration in which the honoree is unaware of the festivity until the event. In one **quantum reality**, **Worf** received a surprise birthday party in 2370. **Jadzia Dax** organized surprise parties for **Dr. Julian Bashir**. **Kes** was baffled by her second birthday party because she knew nothing of the surprise party custom. (*Starship Log: 'Parallels'* [TNG]; 'Distant Voices' [DS9]; 'Twisted' [VOY]) **SEE FILES 69, 70, 71**



▶ **Kes's surprise birthday party was held in the Sandrine's bar holodeck program. Neelix prepared a Jimbalian fudge cake for the celebrations.**

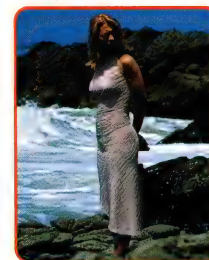
Susann, Jacqueline

1921-1974. Human novelist whose wildly successful novels, including, 'Valley of the Dolls,' became **James T. Kirk's** vocabulary reference on 1986 Earth, ensuring his conversations contained the requisite colorful metaphors and profanity. (*Starship Log: Star Trek IV: The Voyage Home*) **SEE FILE 75**

synaptic stimulator

A lightweight neural interface headset, developed by the **Ponea**, that displays images directly into the user's visual cortex. **Captain Rudolph Ransom III** called it a poor man's **holodeck**. (*Starship Log: 'Equinox', Part I* [VOY]) **SEE FILE 71**

▶ **Captain Rudolph Ransom began to see images of Seven of Nine when using a synaptic stimulator in early 2377.**



▶ **The crew of the U.S.S. VOYAGER NCC-74656 discovered that a monolith on the planet Tarakis was responsible for the horrific images that they began to experience in 2376.**

synaptic transmitter

Powerful device, installed on the planet **Tarakis** in the **Delta Quadrant**, capable of transmitting horrifying images and memories of the **Nakan massacre** to those traveling through the system. (*Starship Log: 'Memorial'* [VOY]) **SEE FILES 18, 63, 71**

synaptizine

Drug used by **Starfleet** physicians as a first response to a diagnosis of neuroleptic shock. If synaptizine is ineffective, the only alternative is direct **cortical stimulation**. (*Starship Log: 'Riddles'* [VOY]) **SEE FILE 71**



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The Antarian Trans-stellar Rally
Starship racing – Delta Quadrant style

Professor Gideon Seyetik
Eccentric scientist's final mission



Nidell and Fenna
Two sides of the same woman

Modified STARFLEET Equipment
Adapting technology to different situations

Kidnapped Emergency Medical Hologram
The Doctor makes some unscheduled house calls



DEEP SPACE NINE: Operations Table
The hub of activity aboard DEEP SPACE NINE

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STAR TREK

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New Alphabetical Entries and Updates

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The Guide to the STAR TREK Galaxy

FILE 1 CARD 36A

THE K'EHLEYR AND ALEXANDER INDEX

K'Ehleyr and Alexander's mixed Klingon and human heritage provides them with unrivalled insights and difficulties. As a mother and diplomat, K'Ehleyr must choose her own brand of honor; as a son and warrior Alexander must discover his.

K'Ehleyr



K'Ehleyr is a half human, half Klingon diplomat who combines her knowledge of both cultures to facilitate relations with the Klingon Empire on behalf of the Federation.

FILE 43 CARD 67



Worf

Worf is raised on Earth and is the only Klingon to serve Starfleet. He is the natural choice of mate for K'Ehleyr.

FILE 48 CARD 1

Duras



Duras is a veteran of dishonorable conduct, and murders K'Ehleyr when she discovers sealed records and accuses him of being a traitor to the Empire.



FILE 48 CARD 15

"I have to perform some ridiculous ritual to talk to you?"
— K'Ehleyr to Worf

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I.K.S. T'ong



K'Ehleyr sits beside 'Captain' Worf as he orders the crew of the I.K.S. T'ong to accept K'Ehleyr as their commander.

FILE 34 CARD 12

K'Ehleyr is the Federation Ambassador to the Klingon High Council's wily Chancellor K'mpec when he is dying from poison.

K'mpec



FILE 48 CARD 17

THE K'EHLEYR STARSHIP LOG: Key episodes



'The Emissary'
FILE 69 CARD 45



'Reunion'
FILE 69 CARD 79

Alexander Rozhenko



Alexander is three quarters **Klingon** and one quarter human. He is confused as to which values and traditions he is supposed to follow; this is seen in his behavioral problems.

FILE 48 CARD 5

Sergey and Helena Rozhenko



Sergey and **Helena** are **Worf's** adoptive parents. They are growing too old to discipline and care for **Alexander**.

"All he cares about are rules. I'm supposed to do everything right all the time. And I don't know how!" — Alexander on Worf

Lwaxana Troi



Ambassador Lwaxana Troi teaches **Alexander** how to play and have fun in the mud baths of her favorite **holodeck** program.

FILE 58 CARD 4C

FILE 48 CARD 11

General Martok

Alexander does not intend to be a warrior – he did not go through the **Rite of Ascension** or attend **Ogat Training Academy** – but he is accepted aboard the **I.K.S. Rotarran** under the command of **General Martok**. The young lieutenant perseveres despite his ineptitude and constant humiliation.

Crew of the I.K.S. Rotarran



FILE 34 CARD 9

Alexander Rozhenko: Klingon Warrior



FILE 48 CARD 5B

FILE 48 CARD 5A



Alexander Rozhenko on the **U.S.S. Enterprise NCC-1701-D**

Alexander spends over two years with his father **Worf**; it is a learning process for both of them.

Lt. Worf

Worf and **Alexander** are trapped in a deadly wild west simulation which brings them closer.



FILE 48 CARD 5A

ALEXANDER STARSHIP LOG: Key episodes



'Reunion'

FILE 69 CARD 79



'Ethics'

FILE 69 CARD 112



'Cost of Living'

FILE 69 CARD 116



'A Fistful of Datas'

FILE 69 CARD 129



'Firstborn'

FILE 69 CARD 164



'Sons and Daughters'

FILE 70 CARD 121



'You Are Cordially Invited'

FILE 70 CARD 125

The Guide to the STAR TREK Galaxy

FILE 1 CARD 97

THE TELEPATHIC INDEX

Throughout the centuries **Starfleet** officers have encountered many races of telepaths and species possessing telepathic powers. Some telepaths have worked within the **Federation**, many have been allies and others have proved nefarious.

Talosians

The **Talosians** use their enlarged craniums to create illusions from others' thoughts for manipulation and vicarious pleasure.

'The Cage'
FILE 67
CARD 1



FILE 18 CARD 20

Vulcans

'Amok Time'
FILE 68
CARD 33

'Unification'
FILE 69
CARD 104

'Meld'
FILE 71
CARD 31



Vulcans use most of their telepathic abilities through physical contact, like the famous **mind-meld**. They can share minds and sense strong thoughts.

FILE 8 CARD 3

Dr. Elizabeth Dehner

Psychiatrist **Dr. Elizabeth Dehner** has a high ESP – extra sensory perception – rating, which is fatally augmented after crossing the **Galactic Barrier** in 2265.

'Where No Man Has Gone Before'
FILE 68
CARD 1



FILE 43 CARD 14

The Melkots

'Spectre of the Gun'
FILE 68 CARD 55

The isolationist **Melkots** consider any outsiders alien, and use their pilfered thoughts to create scenes to confront the intruders.

A **Melkotian** can project its image into space and telepathically communicate in any recipient's language.



FILE 18 CARD 115

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Betazoids

The free-spirited and innately telepathic **Betazoids** make good diplomats and counselors, although some pay a heavy price for their abilities.



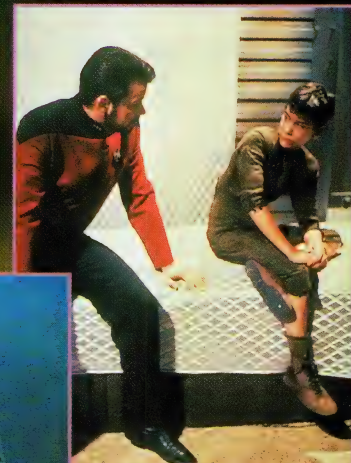
'Encounter at Farpoint'
FILE 69 CARD 1
'The Price'
FILE 69 CARD 55
'Night Terrors'
FILE 69 CARD 89
'Dark Page'
FILE 69 CARD 150



FILE 18 CARD 3

Barash

Barash is a lonely orphan alien who uses his mother's **neural scanners** to create a fantasy world in which he appears as **Commander Riker's** son, **Jean-Luc Riker**.



'Future Imperfect'
FILE 69 CARD 80

Ullians

Ullians are archaeologists of memories, but they are also capable of committing invasive mind scans.



'Violations'
FILE 69 CARD 108

FILE 18 CARD 45

Nidell/Fenna

'Second Sight'
FILE 70
CARD 27



Nidell, a **Halanan**, has **psycho-projective telepathic** powers which manifest a second personality in times of stress.

FILE 58 CARD 68

Ocampa

'Caretaker'
FILE 71
CARD 1



The short-lived **Ocampa** possess perfect memories and psychokinetic abilities.



FILE 18 CARD 5

Enarans

The **Enarans** can pass memories and talents through consensual telepathic touch. A hidden past reveals a policy of prejudice against a group named the **Regressives**.



'Remember'
FILE 71
CARD 46



FILE 18 CARD 74

Mari

'Random Thoughts'
FILE 71
CARD 75



The peaceful **Mari** society is shattered by violent thoughts that are passed telepathically throughout the populace in 2374.

FILE 18 CARD 139

Bothans

The notoriously territorial **Bothans** of the **Delta Quadrant** create powerful illusions that leave their victims wondering if the experience was real or simply a figment of their imagination.



'Persistence of Vision'
FILE 71 CARD 23

FILE 18 CARD 49



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 168



OTHER GROUPS
AND RACES

ELECTROMAGNETIC LIFE FORM

An EM discharge in a **Class-J nebula** marks the start of a strange journey to a new home for a noncorporeal electromagnetic life form. Its means of passage is the Federation starship **U.S.S. Voyager NCC-74656**.

A myriad number of noncorporeal life forms inhabit the Galaxy, many of them sentient. Some achieve communication and even a rapport with corporeal life through an unexpected series of circumstances – as is the case with the **electromagnetic life form** encountered by the **U.S.S. Voyager NCC-74656** at the end of 2376.

The electromagnetic (EM) creature makes its home in a **deuterium-rich Class-J nebula**. It is a beautiful environment, with colorful gaseous spirals creating random patterns and images. Little is known about the being's thought processes or awareness of the outside universe; whether it is able to appreciate its surroundings is unknown. It is probably unable to influence the drift of the nebula, but is able to freely move within it.

The creature may have continued existing in this peaceful state for an eternity but for the intrusion of *Voyager*. The starship enters the nebula to harvest deuterium with its **Bussard**

collectors, but in doing so destabilizes the collection of gases. The EM being possibly registers this unwitting action as an attack, and it responds with an electromagnetic discharge that plays over a section of the ship's hull before penetrating it.

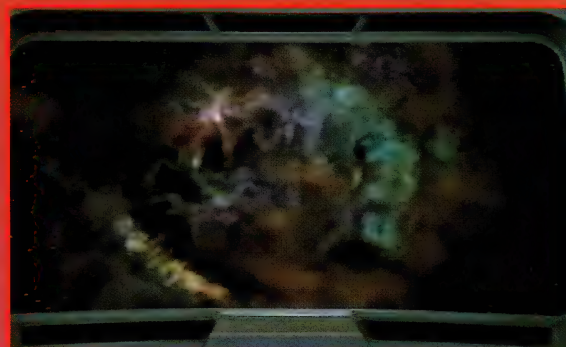
Malfunction

The most noticeable result of this 'collision' is a growing catalog of secondary system malfunctions aboard *Voyager*. The immediate aftermath of the surge includes power outages on three decks and the loss of auxiliary subprocessors. New problems then begin to manifest with alarming regularity, in systems such as **transporters**, **sonic showers**, the **turbolift** network, and **replicators**.

Artificial gravity is temporarily lost on Deck 5, and the warp engines begin to cut in and out.

These problems are caused by the presence of the EM being as it is carried away from the nebula with *Voyager*. It is disorientated and frightened when plucked from the only home it has known and forced to negotiate the new and unfamiliar environment. It appears to the human eye as a form of crackling blue energy; on the sensors it registers as an electromagnetic discharge that jumps from system to system via the **bio-neural gel packs** integral to *Intrepid*-class vessels' systems.

It snakes its way through circuits and bulkheads, using them to move from section to section. Its

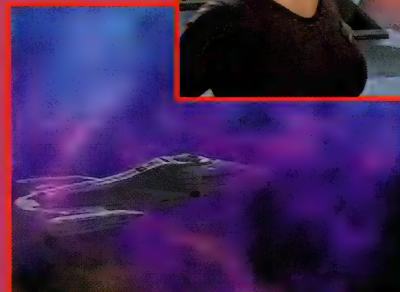


▶ The crew of the **U.S.S. VOYAGER NCC-74656** cannot decide if the deuterium-rich **Class-J nebula** is an invention of Edgar Allan Poe, a spooky bat, or an innocuous cloud.

▶ **Seven of Nine** finds herself with an unwelcome guest in the cargo bay while attempting repairs.



◀ The **VOYAGER** enters the cloud heedless of the chaos its departure will wreak on the life form within.



ACCIDENTAL TOURIST

Not for the faint of heart

A number of crew members are unsettled by the mysterious events that take place during the EM creature's initial occupation of *Voyager*. Much of the ship is plunged into darkness, leaving crew members like the Talaxian Neelix and the Bajoran Crewman Tal Celes fearing all manner of bizarre dangers. Neelix even attempts to use meditation to calm himself, but his feverish imagination leads him to picture being served a plateful of nebula gas.



▶ The Doctor deactivates himself prior to returning the life form to a nebula.

▶ Captain Janeway engages in a battle of wills – corporeal versus noncorporeal.



OTHER CARDS IN THIS FILE...

- 1B NONCORPOREAL BEINGS
- 42 THE D'ARSAY
- 115 THE MELKOTS
- 130 THE SILVER BLOOD

SEE OTHER FILES...

STAR TREK: VOYAGER.....File 71

Designation Electromagnetic life form

Class N/A Quadrant Delta

Inhabitants N/A

Characteristics The cognition of this sentient being is unknown but it demonstrates emotion and the ability to compromise.

Environment The EM creature lives in a Class-J nebula rich in deuterium. Its vibrant gases spiral and fold into beautiful patterns.

Technology The entity has no known technology but proves to be highly adaptable in the confines of *Voyager*.

Starship log STAR TREK: VOYAGER 'The Haunting of Deck Twelve'

GALAXY FACTS

▶ The Borg children wonder if the EM creature is akin to a multi-spectrum particle life form, designated Species 5973, that was discovered by the Borg in Galactic cluster eight.

▶ Some *Voyager* crew members believe a particularly foreboding Class-J nebula resembles a vampire bat, complete with wings and ears.

eventual destination is **Cargo Bay 2**, where it uses the environmental controls to try and create a hospitable habitat for itself. The bay is converted into a micro-nebula with the atmospheric composition of a Class-J nebula, allowing the EM being to move about the space freely.

It also floods many other sections of the ship, including some of the **Jefferies tubes**, with nebula gases in an attempt to turn *Voyager* into an endurable space. This makes passage from deck to deck by the **Starfleet** crew very difficult.

The electromagnetic creature establishes almost total control of the vessel. Its one aim is to return to its natural home. It uses its newfound rudimentary understanding of *Voyager*'s systems to fool navigational sensors into thinking they are still on a course away from the nebula, while at the same time changing the ship's heading to double back. It strikes the helmsman, **Lt. Tom Paris**, with an EM discharge when he tries to correct the deviation. Other crew members are similarly injured when they attempt to intervene, though there is no evidence to suggest that the being wishes to overtly harm other forms of life.

The EM life form manages to establish halting contact with the crew when it infiltrates the starship's main computer matrix. It addresses **Captain Kathryn Janeway** via the communication



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 168

ELECTROMAGNETIC LIFE FORM



OTHER GROUPS
AND RACES



system, asking her to report to the **Astrometrics** lab. Here it uses the ship's navigational logs to express its desire to return to the Class-J nebula.

Time to trust

This fragile rapport is placed in jeopardy when it is revealed that the destabilization triggered by *Voyager* has resulted in the total dissipation of the nebula. The EM being is incensed at the wanton destruction of its home. It angrily decides to make *Voyager* its new home, forcing the crew to evacuate by flooding the entire ship with nebula gas.

The facts of its tenuous existence soon become clear. It performs a shipwide diagnostic and realizes that the starship will become inoperable without a corporeal crew maintaining it – the primary systems will fail in less than

a week. The stalemate forces the frightened life form to allow the return of the crew and acquiesces to Captain Janeway's demands to have control returned to her.

She in turn promises to find another Class-J nebula to serve as the EM being's new home; an artificial environment is created in an isolated section of Deck 12 for the wait. This area is off-limits to anyone without level six security clearance.

This mutual trust is the clearest indication of the noncorporeal creature's sentience. It reasons that it has little to lose and holds itself to Janeway's word. The captain follows through – another dark nebula is located within a few months. The EM creature is safely delivered into its new home, taking with it a greater understanding forged between very different forms of life.

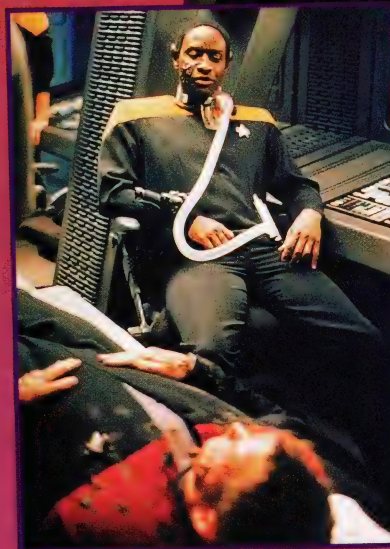
▶ The EM being shows that it does not appreciate having its existence disturbed.



▶ Tom Paris is not alerted early enough by Janeway to avoid the disruptive force emitting from his console.



▶ Inside the Jefferies tubes, the electromagnetic being changes into a violently expressive form that is easily identified by the furtively escaping crew members.



▶ The electromagnetic being commandeers *VOYAGER* as its new habitat, leaving the crew no choice but to use unaffected areas of the ship as temporary sickbays for injured personnel. Those needing to travel around the vessel must make use of respirators in order to prevent being overwhelmed by the gases.

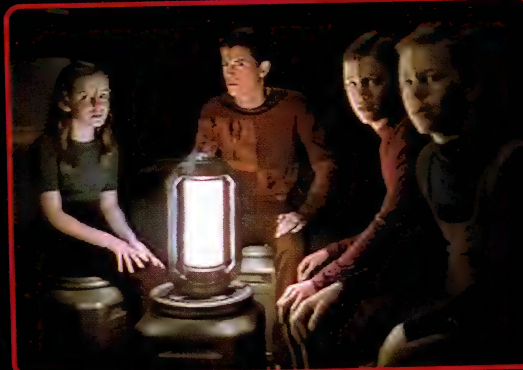
DELTA QUADRANT GHOST STORIES

Things that go bump in the night

Neelix takes on a special responsibility while a new home is found for the electromagnetic creature: supervising the children liberated by the *Voyager* crew from a crippled Borg cube some months before. He decides to craft the details of the episode into a good, old-fashioned ghost story to pique their interest.

The children are quickly drawn in by his vivid rendition of the facts. They are aware that Deck 12, Section 42 is closed to all but the most senior officers, and they offer ghoulish conjecture and theories on the reasons. They insist on hearing all the grisly details of the horror that unfolds when the electromagnetic being infiltrates the ship.

They become completely engrossed in the story and are not at all happy when Neelix playfully hints that he may have made the story up just to frighten them.



▶ The children demonstrate their mettle and reinforced cardiopulmonary systems while listening to Neelix's story. They also learn that fear can heighten the senses and keep one alert.

DEEP SPACE NINE

PERSONNEL

CREW UNDER CAPTAIN SISKO

ABDON



▶ *Abdon is present at a meeting where he is assigned the task of checking all 64 internal couplings.*

NAME: ABDON
POSITION: ENGINEERING
FIRST SEEN: 2373
STARSHIP LOG: 'THE ASSIGNMENT'

As a member of the engineering crew swing shift since Stardate 50124.3, Abdon is ordered by Chief O'Brien to run calibration tests on *Deep Space Nine*'s internal couplings, all 64 of which are to be checked

within a day. He is later assigned to the cargo bays, accompanied by *Nori*, another of the day shift.

AMARO



NAME: AMARO
RANK: CREW MEMBER
FIRST SEEN: 2373
STARSHIP LOG: 'EMPOK NOR'

▶ *Amaro's life ends abruptly on EMPOK NOR when he is murdered by fellow away team member, Garak.*

Amaro is a security officer assigned on a routine mission to the supposedly deserted *Cardassian* space station *Empok Nor*, in order to salvage some parts required for repairs to *Deep Space Nine* in 2373. Accompanying him as part of the security contingent is *Stolzoff*, with whom he graduated from *Starfleet Academy*; they first met early in their training when she was assigned as his sparring partner. He made the mistake of pulling his punches during their initial practice session, and paid the price; he recalls a formidable one-two combination starting with a feint to the right.

When the situation on *Empok Nor* becomes dangerous, Amaro presents himself as a confident gung ho character, relishing

conflict with members of the *Cardassian* third battalion despite their fearsome reputation. He refers to the *Cardassians* by the derogatory term of "spoonheads." When action is required, however, Amaro freezes, requiring *Garak* to save him from certain death when caught in the sights of a *Cardassian* firearm.

Unfortunately *Garak* is under the influence of a psychotropic compound that magnifies his worst tendencies, and he kills Amaro by stabbing him with a *flux coupler*. Before dying, Amaro has time to regret permitting engineer *Boq'ta* to die when his back is turned retrieving a tool for the officer. Amaro's corpse is later strung up as a gruesome warning to *Chief Miles O'Brien*. He leaves behind a widow.

AQUINO



▶ *Chief O'Brien discovers evidence of Ensign Aquino's vaporized remains.*

NAME: AQUINO
RANK: ENSIGN
FIRST SEEN: 2369
STARSHIP LOG: 'IN THE HANDS OF THE PROPHETS'

This *Starfleet* officer serves on *Deep Space Nine* primarily in the station's operations center. Aquino is murdered by *Neela*, a *Bajoran* religious activist who plots to assassinate *Vedek Bareil* on *Deep Space Nine* in 2369. Aquino discovers *Neela*

planning her escape route, and she murders him with a *phaser* blast. Aquino's remains are later found in a power conduit aboard the station, where *Neela* hoped the energy blasts would destroy the corpse, thus erasing any trace of her crime.

ARRIAGA

Junior officer on *Deep Space Nine* who, under direct orders from *Admiral Leyton*, plants a *subspace modulator* on a *relay satellite* on the far side of the *Bajoran* wormhole, making it appear as if a *Domination* fleet is entering the *Alpha Quadrant*.

NAME: ARRIAGA
RANK: LIEUTENANT
FIRST SEEN: 2372
STARSHIP LOG: 'PARADISE LOST'

BARTLETT

Bartlett is killed aboard the *U.S.S. Defiant NX-74205* in 2372 while it attempts to return to Earth to reveal *Admiral Leyton*'s planned coup. *Leyton* orders the *U.S.S. Lakota NCC-42768* to prevent the *Defiant* and *Arriaga* from exposing him.

NAME: BARTLETT
POSITION: SECURITY OFFICER
FIRST SEEN: 2372
STARSHIP LOG: 'PARADISE LOST'

BERTRAM

Ensign *Bertram* is a collector of weaponry. In 2375, he accesses classified *replicator* patterns without authorization in order to manufacture a copy of the prototype *Starfleet TR-116 rifle*. A month later a weapon of this type is used to kill *Starfleet* officers on *Deep Space Nine*. *Ezri Dax* believes *Bertram* to be responsible, but he was on *Bajor* when the first murder occurred, and is thus not responsible for the crimes.



NAME: BERTRAM
RANK: ENSIGN
FIRST SEEN: 2375
STARSHIP LOG: 'FIELD OF FIRE'

▶ *Ensign Bertram is one of the victims claimed by an assassin using a TR-116 rifle on DEEP SPACE NINE in 2375.*

BERTRAM

Bertram dies aboard a *Runabout* orbiting *Torga IV*, having beamed down a survey party to assess the viability of establishing a *cormaline* mining operation there. She is killed along with *Ensign Hoya* and *Rooney* when an arriving *Jem'Hadar* vessel obliterates the *Runabout*.

NAME: BERTRAM
RANK: CREW MEMBER
FIRST SEEN: 2373
STARSHIP LOG: 'THE SHIP'

BILECKI



NAME: BILECKI
RANK: LIEUTENANT
FIRST SEEN: 2370
STARSHIP LOG: 'THE SIEGE'

◀ **Lt. Bilecki bravely chooses to remain on DEEP SPACE NINE during a coup in 2370.**

Starfleet officer assigned to *Deep Space Nine* in 2369. Bilecki is a female services-division officer, and chooses to remain on the station during the **Circle's** attempted coup in 2370. She is engaged to a **Bajoran** who she met shortly after her arrival on *Deep Space Nine*.

BOYCE

This **Starfleet** officer is assigned to *Deep Space Nine* in 2372. **Boyce** is killed aboard the **U.S.S. Defiant NX-74205** during a devastating attack by the **Jem'Hadar** in the upper atmosphere of a gas giant.

NAME: BOYCE
RANK: CREWMAN
FIRST SEEN: 2372
STARSHIP LOG: 'STARSHIP DOWN'

BOYER

Starfleet officer who **Chief O'Brien** once suggested could pilot a **Runabout** as well as he could. O'Brien hopes that **Captain Sisko** will substitute him for Boyer to avoid accompanying **Dr. Bashir** on a mission to **Bajor**.

NAME: BOYER
RANK: ENSIGN
FIRST SEEN: 2369
STARSHIP LOG: 'THE STORYTELLER'

CARSON

Young female **Starfleet** officer who is stationed on the bridge of the **U.S.S. Defiant NX-74205** during a trade conference with the **Karemma** in 2372. **Carson's** report on weapons drill response times leaves **Lt. Commander Worf** unimpressed, and she is promptly told by the **Klingon** to reduce the times by 15 percent. Carson later survives an attack by the **Jem'Hadar** that results in serious injury to **Captain Sisko**.

▶ **Ensign Carson survives the disastrous Jem'Hadar attack against the U.S.S. DEFiant NX-74205, as well as Worf's brusque command style.**

NAME: CARSON
RANK: ENSIGN
FIRST SEEN: 2372
STARSHIP LOG: 'STARSHIP DOWN'



DECKER

Engineer **Decker** is sick as of **Stardate 50929.4**, when his duties involve recalibrating the **EPS regulators** so that they do not interfere with *Deep Space Nine's* artificial gravity grid. **Chief O'Brien** later makes the repairs.

NAME: DECKER
RANK: CREW MEMBER
FIRST SEEN: 2373
STARSHIP LOG: 'IN THE CARDS'

BOQ'TA

Boq'ta is part of a routine engineering salvage mission to the abandoned **Cardassian** station **Empok Nor**. He is timid by nature, and his natural anxieties are magnified by the discovery that the station isn't totally abandoned, and that the away team are being stalked. Boq'ta suggests that the crew are being tracked by internal sensors, and is the first to consider calling for help. He spends some of the mission in **Garak's** company, and notes the change in the **Cardassian's** personality; Boq'ta regrets once having been so forceful about a sleeve being too long on a suit purchased from the tailor. He notes a blue compound **Garak** accidentally touches as being biogenic in nature, and takes a military badge from a dead **Cardassian** located in a **stasis tube** for his comrade **Pechett**; the person who convinced him

NAME: BOQ'TA
POSITION: CREW MEMBER
FIRST SEEN: 2373
STARSHIP LOG: 'EMPOK NOR'



▶ **Boq'ta is deeply fearful of the abandoned EMPOK NOR station - and with good reason; he is murdered there.**

to volunteer for the mission. Boq'ta is killed by a **Cardassian** soldier aboard *Empok Nor* while reconfiguring the **pulse generator**. His corpse is later displayed by the deranged **Garak** in order to unnerve **Chief O'Brien**.

BROT

This officer serves aboard *Deep Space Nine* for five years, and is known to **Jadzia Dax**. Broth has a wife, child, and co-husband back on **Bolarus**. In 2375, Broth is murdered by **Lt. Chu'lak**, who shoots him through the heart with a **tritanium** bullet. He had quarters on Level H43 of the **habitat ring**.

▶ **Petty Officer Broth is another victim of the murderous Vulcan Chu'lak on DEEP SPACE NINE in 2375. He is swiftly killed by a bullet from a TR-116 rifle.**

NAME: ZIM BROTH
RANK: PETTY OFFICER
FIRST SEEN: 2375
STARSHIP LOG: 'FIELD OF FIRE'



CHU'LAK

This **Vulcan** science officer is stationed on *Deep Space Nine* for three months following 10 years service aboard the **U.S.S. Grissom**.

Chu'lak was commissioned by **Starfleet** in 2333, and his first assignment was under **Captain Jason Stone** aboard the **U.S.S. Strata**. His service record was unblemished with the exception of a note indicating some possible minor psychological instability.

This instability manifested fully in 2375 when Chu'lak began murdering fellow officers, targeting them by means of an **exographic sensor** through which he selected victims whose quarters contained photographs of them laughing. He killed them using a **micro-transporter** attached to bullets fired from a **TR-116 rifle**. The 97 year old Chu'lak's killing spree is ended by **Ezri Dax**, who fires through his shoulder using his own favored method.

NAME: CHU'LAK
POSITION: SCIENCE OFFICER
FIRST SEEN: 2375
STARSHIP LOG: 'FIELD OF FIRE'

▶ **Chu'lak is a seemingly model Starfleet officer until Ezri Dax uncovers his murderous tendencies in 2375.**



NAME:

DEEP SPACE NINE

LOCATION:

LEVEL 1

SYSTEMS:

OPERATIONS TABLE

Starfleet personnel are trained in the use of a wide variety of control interface systems, often concentrating on a particular operational area depending on their active duty assignments. The majority of Starfleet crews will work with specifically designed controls similar to the ones encountered during their training days in **Starfleet Academy**, and while systems undertake constant upgrading, their use and function do not vary. One of the most difficult obstacles to overcome in the successful and efficient running of a vessel, or facility, that is not equipped with standard Starfleet systems is in adapting skills to control interfaces that are not created with **Federation** technology. This situation is faced by a number of the senior command staff assigned to the **Cardassian** mining facility **Terok Nor** in 2369, when it is renamed **Deep Space Nine** and becomes a jointly coordinated starbase with the **Bajoran provisional government**.

Situated at the very center of *Deep Space Nine* is the **Operations Center**, more commonly referred to as **Ops**. Following typical Cardassian design, the multi-level layout of this vital control area is very different to typical Starfleet environments, emphasizing the Cardassian military structure by having the commander's office in a dominant position

overlooking the entire complex. Starfleet engineers quickly find that removing the entire Cardassian computer system and control interfaces would be hugely impractical, so a series of modifications are carried out to link Federation technologies to the existing systems without causing major disruption to the running of the station. Starfleet personnel must quickly come to terms with the way Cardassian control systems function, including the extremely important **operations table** located in the direct center of the lowest level of Ops.

Focal point

Alternatively referred to as the situation table, this area of Ops fulfills a number of vital monitoring and control functions as well as serving as an equally important meeting area for the senior command staff. Typical Starfleet bridge design usually incorporates a briefing room adjacent to the command center, allowing officers to adjourn for important discussions involving missions or the day to day running of the vessel. *Deep Space Nine* does not feature such a room in the vicinity of Ops, and so the operations table must suffice.

The table is large enough to seat six members of staff in relative comfort around its length, and its integrated computer display

**Master systems display**

The center of the table displays a large plan image of **DEEP SPACE NINE** and the surrounding area of space. This is particularly useful during times of conflict, as it can show the status of enemy weapons.

Console

Two small consoles are located at the widest end of the table. These are designed for the exclusive use of the personnel seated in front of them.

Support

The table is supported by two thick legs located at either end, thus providing the maximum amount of leg room for those seated on the stools.

▲ The operations table is located in the center of Ops, directly in front of the stairs that lead to the commander's office. This ensures that he can quickly convene a meeting of the senior officers.

Computer access

A long touch-sensitive console is inset into the sloping surface of the table. It is directed toward personnel seated on the stools.

Comfortable

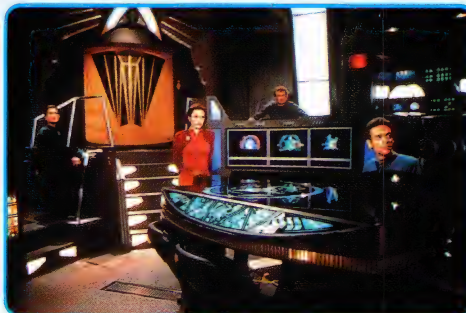
Provision is made for personnel to be seated around the operations table using six low-backed sliding stools.



The operations table provides a suitable location around which the senior staff can convene official meetings or hold informal discussions.

terminals can be reconfigured to show a wide variety of information and data, allowing briefings to take place in the heart of the control area. A series of three auxiliary Cardassian styled displays are set into a low bulkhead directly adjacent to the table and are often used in conjunction with the interfaces built into its surface, as they can show additional data and present **subspace** communications.

The ops table is over two meters long between its furthest points, and over a meter wide, making it a substantial freestanding piece of equipment. It is supported by two metallic pillars of unequal thicknesses at either end, allowing personnel to either stand or sit at the



The central location of the operations table means that personnel are within close proximity to other stations and can turn easily toward the main viewscreen.

table and pull themselves up to the table edge for a better position during discussions or while operating the systems built into its upper surfaces. Three work stools are arranged on either side of the table; these backless upholstered seats are supported on a backwardly angled single support column that can be moved toward or away from the table as required. The support columns also feature foot rests, adding to the comfort of the crew member while seated. The low position of the table allows personnel working at the surrounding stations to view the information being examined or to join in the discussions taking place around the table if their input is



The operations table takes on an unforeseen role during a Klingon attack in 2372, when it provides cover for the senior staff during close quarters combat.

required, thus increasing the effective communication of any decisions that may be reached.

The main plinth is constructed from a thick light brown material with a narrow polished ridge running around the outside edge, and contains both the original Cardassian designed display screens and subprocessors as well as 15 primary and three backup **optronic translation buffers** that have been built in to handle Federation data protocols. The central section of the table's upper surface has an inlaid black material containing the primary situation display screen. The same material slopes downward on the longest opposing edges of the unusually shaped table that contains several smaller reconfigurable touch-sensitive control panels. The table is the primary workstation for the commander and first officer of the facility, although control of various systems can be rerouted to the table as required.

Detailed schematic

One of the most important functions of the Ops table is delivered through the master situation display built into the flat central section. This features an extremely detailed computer generated representation of *Deep Space Nine*, allowing all personnel around the table to have an excellent view of the information being relayed. Touch-sensitive controls can display any part of the station and a zoom function allows a more detailed study of a specific area if required. Key station systems can also be interrogated and their functions analyzed, which is particularly important during times of attack on the station. Display mode changes can be carried out at any time to represent the real-time conditions in the space surrounding *Deep Space Nine*, particularly useful for monitoring the often heavy traffic coming in from both the **Alpha** and **Gamma Quadrants**. Approaching vessels can be tracked and monitored as they dock at the pylons or **habitat ring**, and the table can be employed to devise the most efficient use of resources aboard the station, although the value of this constantly updated strategic view takes on a far more important aspect during times of conflict. Internal sensor tracking of the entire facility can be monitored from the table, as well as defensive weapon readiness and its deployment during external or internal attack. For this function alone, the link between the Ops table, the primary sensors, and Federation database is absolutely vital, and features multiple redundant links to the newly installed Starfleet systems.

Sophisticated interface technology

The Cardassian touch-screen displays are noticeably different to Starfleet interface technology and employ a complex series of interlinked glyphs.



Extended console

The long consoles that extend along each side of the table allow a number of personnel to work side-by-side.

Central focus

An image of *DEEP SPACE NINE* is located in the center of the circular display that is set into the upper surface of the table.

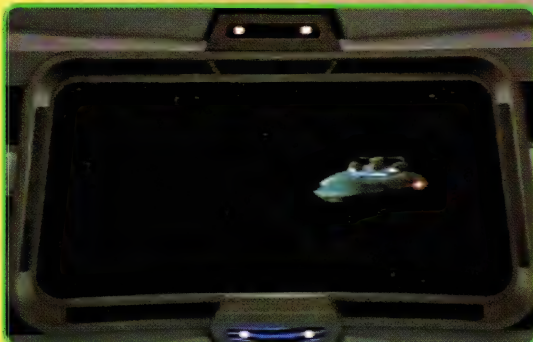
Attack range

The monitor can display real-time images of ship movements around the station, thus anticipating enemy battle strategy.



Delta Quadrant Ships: Encountered by the U.S.S. VOYAGER NCC-74656

HAAKONIAN SHUTTLE



A **HAAKONIAN SHUTTLE** transporting **Dr. Ma'Bor Jetrel** approaches the **U.S.S. VOYAGER NCC-74656** in 2371. The scientist wishes to board the Federation vessel to make amends for the devastating metreon cascade weapon that he created years earlier.

STARSHIP LOG: 'JETREL' (VOY)

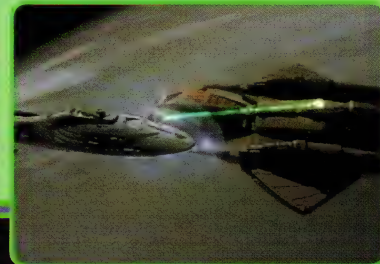


The alien vessel flies past the **U.S.S. VOYAGER NCC-74656** to position itself above the planet.

VOYAGER passes the alien vessel in an attempt to retrieve **Tom Paris** and **Neelix** from the planet below.

The vessel encountered by the **U.S.S. Voyager NCC-74656** above **Planet Hell** in 2372 is commanded by the **reptohumanoid** life forms whose young hatch on the planet. The starship assumes a defensive position above **Planet Hell** in order to prevent **Voyager** from descending to the surface. The **Starfleet** vessel easily passes it, however.

STARSHIP LOG: 'PARTURITION' (VOY)



'PARTURITION' VESSEL

The **Bothan Vessel** encountered by the **U.S.S. Voyager NCC-74656** in 2372 is a small starship, but one that can pose a distinct threat to the **Starfleet** vessel, not only by the weapons carried aboard it, but by the telepathic abilities exhibited by its occupant. The vessel is comprised of a thick central core that leads into a long nose section; two short wings are positioned toward the aft section of the ship. **Bothan Vessels** are equipped with a powerful directed energy weapon similar to the **phaser**

arrays used aboard **Federation** starships. The shields of the vessel are particularly powerful and prove to be quite resilient during a battle with **Voyager**.

The interior of the **Bothan Vessel** is distinctly different to that of any other ship encountered by **Voyager** in the **Delta Quadrant**; harsh lighting and dark shadows serve to conceal the lone occupant during communications. **Captain Kathryn Janeway** also believes that this serves to intimidate any species with whom the

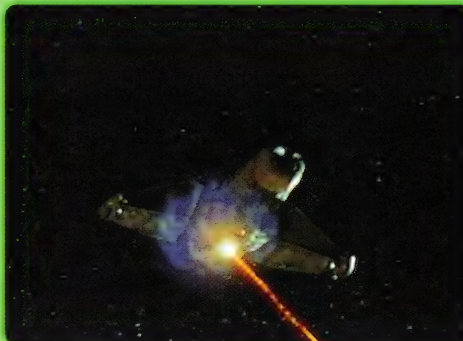
Bothans come into contact.

During **Voyager's** battle with the **Bothan Vessel**, the crew are shocked to find that their adversary is joined by two cloaked ships, one of which is a **Kazon Raider**. These two vessels are initially thought to be under automated control, but subsequent knowledge of the **Bothan's** telepathic skills would indicate that they are actually projected into the crew's mind.

STARSHIP LOG: 'PERSISTENCE OF VISION' (VOY)



The **U.S.S. VOYAGER NCC-74656** encounters a **BOTHAN VESSEL** as it passes into **Bothan** territory in the **Delta Quadrant** in 2372. The small vessel is seemingly supported by two other vessels, one of which is recognized by the crew as a **KAZON RAIDER**.



The shields of the **BOTHAN VESSEL** flare with a bright blue illumination when they are struck by phaser fire from the **U.S.S. VOYAGER NCC-74656**. Nevertheless, they do serve to adequately protect it during the skirmish with the **Federation** vessel.



The interior of the **BOTHAN VESSEL** is a sparsely furnished facility. Only one occupant is seen during audio-visual communications, and he is concealed in shadow. **Captain Kathryn Janeway** believes this to be an attempt to intimidate her.

BOTHAN VESSEL

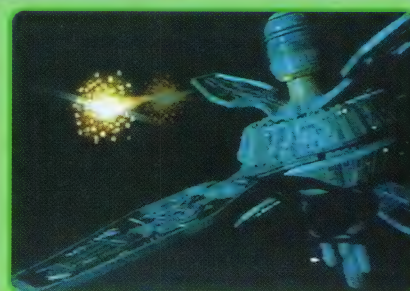
Delta Quadrant Ships: Encountered by the U.S.S. VOYAGER NCC-74656



▲ **SUSPIRIA'S ARRAY** features a similar surface composition and design to the **CARETAKER'S ARRAY**.

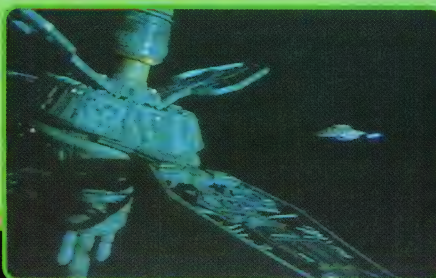
Suspiria's Array provides the crew of the **U.S.S. Voyager NCC-74656** with a second opportunity to study **Nacene** technology after their encounter with the **Caretaker** in 2371. This space station maintains a similar design to the **Caretaker's Array**, albeit in a smaller form. Despite its compact dimensions, the facility is home to over 2000 **Ocampa**.

STARSHIP LOG: 'COLD FIRE' (VOY)



▲ **SUSPIRIA'S ARRAY** has the ability to fire powerful energy pulses at vessels that pose a threat.

◀ **SUSPIRIA'S ARRAY** is approximately one tenth the size of the **CARETAKER'S ARRAY**.



SUSPIRIA'S ARRAY

DORSAL VIEW

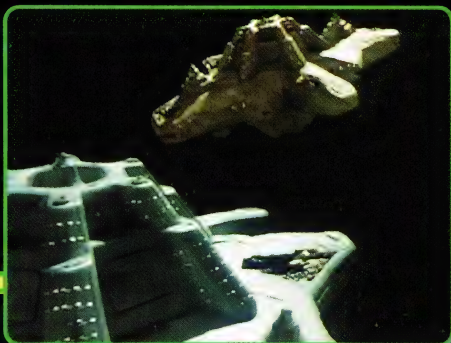


The immense vessels operated by the robotic **Pralor** and **Cravic** sentient life forms are identical in every way, except for the color of their hulls; the **Pralor** use gray vessels, while the **Cravic** utilize golden ships. The vessels are almost symmetrical in design and appear much like cities floating in space. They utilize far more advanced technology than **Federation** vessels such as the **U.S.S. Voyager NCC-74656**, and in a combat situation their destructive weapons can pose a severe threat to the **Intrepid**-class starship. Fortunately, when the vessels of the opposing sides come into range of each other, they show little interest in other ships that stray into the battlefield.

STARSHIP LOG: 'PROTOTYPE' (VOY)

▼ The vessels operated by the **Pralor** and the **Cravic** differ only in the exterior colors of their hull.

SIDE VIEW



PRALOR AND CRAVIC VESSELS

Kidnapped EMH

The **Emergency Medical Hologram** is one of the most advanced technologies in use aboard the *U.S.S. Voyager NCC-74656*. For this reason, he has also been the subject of a number of kidnap plots in efforts to acquire his program and abilities.

As a hologram, the **Doctor** is essentially a complex stream of computer data, and as such he is susceptible to being downloaded and transferred against his will. Even when housed within his mobile **holoemitter** he is at risk: in 2377 the **Duralian** trader **Gar**, who is admitted to the *U.S.S. Voyager NCC-74656*'s sickbay under the pretense of illness steals the holoemitter and the Doctor's program housed within. In order to conceal his theft, Gar programs a replacement **Emergency Medical Hologram**, but although this EMH physically resembles the original, he lacks the personality and expertise of the doctor and is soon found to be a fraud.

Given the typically unpleasant nature of abduction, the Doctor has, for the most part, enjoyed

positive experiences when being kidnapped. His most pleasurable seizure was by the **Lokirrim** on **Stardate 54238.3**.

Taking form

The **Lokirrim** are at war with photonic beings of their own creation who have rebelled against them. They extend the scope of their conflict against the photonic insurgents to include all holographic beings, so when they capture the *Delta Flyer* in early 2377, **Seven of Nine** downloads the Doctor's program into her own **Borg** components, giving him full control of her body. This gives the Doctor the ability to experience a whole range of human sensations for the first time – and he is not averse to overindulging in them. Firstly, amazed by his new found sense of smell, he comments on **Harry Kim**'s personal hygiene; when sampling

food for the first time he immerses himself in the sensation of taste. The Doctor later proves adept at utilizing the appeal of **Seven's** body to help free his fellow captives.

The Doctor's experience aboard the *U.S.S. Equinox NCC-72381* – another

Starfleet vessel trapped in the **Delta Quadrant** – is far less enjoyable. **Captain Rudolph Ransom III** modifies the Doctor's program, removing his ethical subroutines, and forces him to carry out a risky surgical procedure on **Seven** to reveal information that she refuses to divulge.

The mobile emitter, vital to the Doctor's expansion

of his mobility, is acquired during another abduction, when *Voyager* is thrust back in time to Earth in 1996. In this period, entrepreneur **Henry Starling** has salvaged technology from the **Aeon**, a 29th-century **Federation Timeship** that crashed in 1969, and used it to prompt the progress of humanity. Not fully comprehending the technology in his grasp, **Starling** poses a formidable threat, and in the process of tapping *Voyager's* database, he downloads the Doctor's program. **Starling** later provides him with the mobile emitter.

On the occasion when the Doctor's emitter is stolen by **Gar**, he is sold to a **Dinaal Hospital Ship** where treatment is meted out according to a system devised by a computer known as the **Allocator**. This device assesses each individual's worth to the

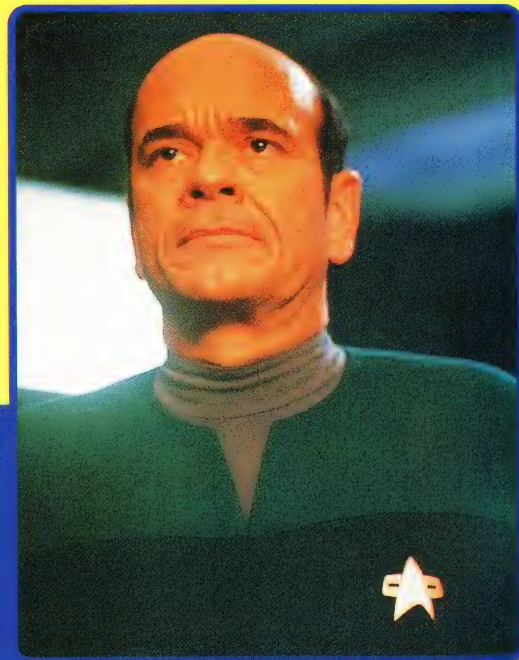
PROFILE ON AN ABDUCTEE

YEAR: 1996

ABDUCTION: The Doctor is kidnapped by 20th-century entrepreneur **Henry Starling**, who provides him with a 29th-century mobile holoemitter.

YEAR: 2377

ABDUCTION: The Doctor is abducted by a patient whom he is treating in the *U.S.S. Voyager NCC-74656*'s sickbay, and sold to one of the vast **Hospital Ships** floating above the **Dinaal** homeworld.



The Doctor's status as a holographic program contained within the computer systems of the U.S.S. VOYAGER NCC-74656 makes him vulnerable to any unscrupulous being who may try to download him for their own goals.

YEAR: 2377

ABDUCTION: The Doctor is downloaded by **Iden** and his holographic followers. During this abduction, the Doctor becomes sympathetic to his captor's goals, and elects to join their revolution.

NEW ENVIRONMENTS



★ Reluctant help

The Doctor is bought by Chellick to assist aboard the DINAAL HOSPITAL SHIP in 2377.

★ Revealed

The Doctor is restrained by the Lokirrim when they detect his photonic presence.



★ One into Seven

The Doctor hides from the Lokirrim in a most effective way – by downloading his program into Seven of Nine.

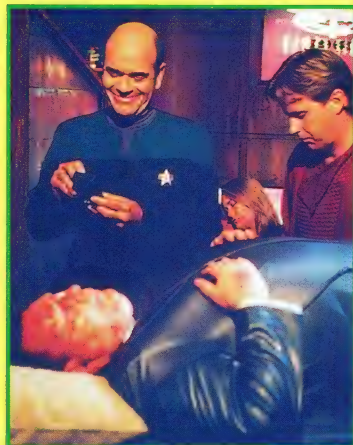


★ Unease

The conditions aboard the HOSPITAL SHIP are cause for concern and the Doctor resolves to change them.



Kidnapped EMH



★ Altered parameters

The Doctor succeeds in changing Chellick's view of Dinaal medical care when he must treat the ailing administrator.

community, prioritizing comfortable treatment and medication to those who are highly rated. Anyone deemed to make lesser contributions is deprived of treatment and often dies. The Doctor is appalled by this biased system, but his attempts to distribute medicine more fairly lead to him being restricted to certain levels of the facility, where he is activated by the Allocator only when necessary. The Doctor perseveres and although unable to change the system entirely, he eventually wins a small victory by ensuring proper care for a dozen lesser ranked patients.

Bad experience

Considering the beneficial outcomes that have often resulted from the Doctor being kidnapped, it is ironic that few positive consequences arise from the occasion when he is so convinced of his abductors' cause that he is almost compelled to join them. On **Stardate 54337.5** *Voyager* is involved in tracking a **Hirogen Vessel** occupied by renegade holograms who have escaped from **Hirogen Training Facilities**. During their first encounter with *Voyager* the holograms download the



★ Altered personality

The Doctor is forced to perform a life-threatening surgical procedure on Seven of Nine when Captain Rudolph Ransom removes his ethical subroutines.



★ First time out

The Doctor experiences his first trip off the U.S.S. VOYAGER NCC-74656 when Henry Starling downloads him from the vessel.

Doctor's program to their craft, as they require his expertise to restore damaged holograms. A further reason for his abduction is revealed by their leader, **Iden**, who has an agenda of rescuing holographic beings from other vessels. Iden intends to establish a community where holographic life can exist in peaceful isolation. Coupled with the Doctor's strongly held views about the subject, exposure to Iden's proselytizing convinces him of this just cause. With a potential world selected, he contacts *Voyager* for aid in supplying holoemitters and data storage facilities. The topic of holographic rights has been discussed between the Doctor and **Captain Kathryn Janeway** before, most notably during his period of celebrity status performing opera to the **Qomar**. When she again proves inflexible on the topic, the Doctor is certain enough of Iden's cause to defect and later convinces the also abducted **B'Elanna Torres** to provide engineering aid.

Sadly, Iden's entire vision is founded on a megalomaniacal personality, and further exposure to



★ Just cause

Iden's photonic uprising strikes a cord with the Doctor's own existence, and he freely joins the band of revolutionaries.

his ideas leave the Doctor doubting the wisdom of a community led by him. Iden is further motivated by revenge against the Hirogen who had so frequently hunted him down in his original incarnation as holographic prey. This leads to a situation where the only way to prevent Iden from killing a Hirogen hunter is to deactivate him.

Heartfelt apology

In addition to seeing the hopes for a bright new world slip away, the Doctor has to explain his

"I'm a doctor not an engineer. You've abducted the wrong man." — The Doctor

★ Lethal weapon

The Doctor openly bears arms when he joins Iden's revolution, despite the fact that he is programmed not to take lives.

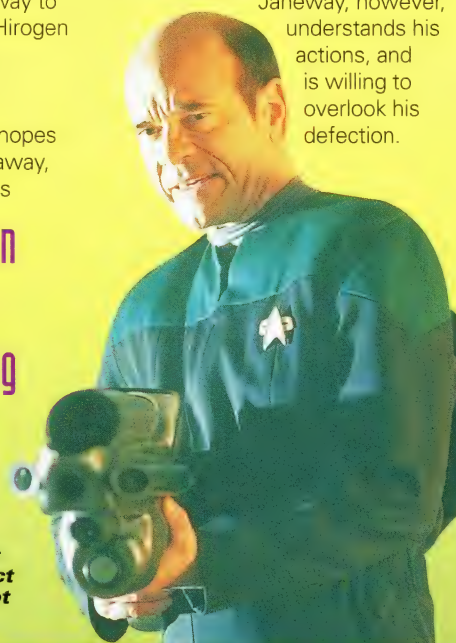


★ Freedom

The Doctor's willingness to join Iden sees him come into conflict with the Hirogen – and also the crew of VOYAGER.

actions to the captain. He offers to forgo use of his mobile emitter, **holodeck** privileges and autonomy protocols. In effect, this would confine him to sickbay and return him to the same status that he was when first activated.

Janeway, however, understands his actions, and is willing to overlook his defection.



AGAINST HIS WILL

A captive in sickbay

In addition to his abductions, the Doctor has remained aboard *Voyager* when it comes under the control of invaders. On **Stardate 50032.7** the **Kazon-Nistrim** deposit *Voyager's* crew on an inhospitable planet. The Doctor plays along with the invaders, while also conspiring with **Lon Suder** to retake the ship. When contacted by **Tom Paris**, the Doctor agrees to participate in a critical portion of a rescue plan devised by the Lieutenant, but he is deactivated before he can do so. The rescue succeeds as he had the foresight to predict his shutdown and left a message for Suder to perform his part.

Over one and a half years later, on **Stardate 51715.2**, the Hirogen become fascinated with *Voyager's* holodeck technology and the Doctor has to deal with a succession of severe injuries inflicted upon the crew when they are forced to take the part of prey in various scenarios. Additionally, he is appalled when the Hirogen insist that he prioritize minor Hirogen injuries over serious human wounds. The Doctor is instrumental in restoring the Starfleet chain of command upon *Voyager* when he successfully restores the crew's true personalities. He also suggests leading a band of holodeck Klingons into a World War II program to deal with a Nazi threat.



▲ Enforced treatment

The Doctor grimly treats an injured Seven of Nine while a Hirogen hunter watches. He has little option but to carry out their orders without question.



◀ Resistance

The Doctor conspires with Lon Suder in 2373 in an attempt to release VOYAGER from the control of the Kazon.

FILE 44 NON-STARFLEET HUMANS

Professor Gideon Seyetik

Professor Gideon Seyetik enjoys an outstanding reputation throughout the Alpha Quadrant, and has an ego to match. His success, however, fails to bring him the one thing he craves: the enduring love of his wife.

Professor Gideon Seyetik is a legend in his own lifetime. The gregarious man's work as a terraformer is heralded as genius across the **Federation**, befitting someone who lives and breathes his work. The string of successes and an enduring belief in his own abilities hides an unhappy secret in the professor's personal life, however.

Seyetik is a tall, burly man with white hair, and a neat beard and moustache. He is every bit as colorful as his reputation suggests. He greets people warmly and with contagious enthusiasm, entertaining strangers effortlessly with endless anecdotes mainly centering on his favorite subject: himself. This charms many people, but can prove tiresome to others. He is certainly aware of his extraordinary hubris and plays on it accordingly with an ebullient sense of humor.

Seyetik is a renaissance man. He enjoys fine food prepared without a **replicator** and waxes lyrical over certain recipes to anyone who will listen. He reads widely and can quote from 'The Fall of Kang,' by the **Klingon** poet **G'Trok**. He has turned his own hand to writing and has thus far completed nine volumes of his autobiography. He maintains that he wants to write as many books as he has had marriages.

Artistic qualities

He is also a prolific artist, with a firm philosophy that art should be an affirmation of life rather than infused with dark qualities. He produces work on vast canvasses and cheerfully acknowledges that no one can accuse him of understatement. An exhibit of his paintings was once shown at the **Central Gallery** on the planet **Ligobis X**.

The professor's social skills may explain why he has attracted a total of nine

PROFILE ON GIDEON SEYETIK

NAME: Professor Gideon Seyetik

LIFE FORM: Human male

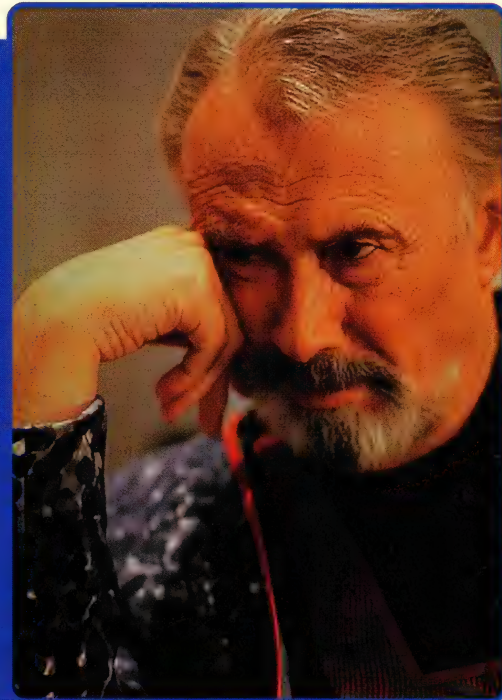
MARITAL STATUS: Seyetik has been married nine times. His latest wife, **Nidell**, is a native of **New Halana**.

REMARKS: Seyetik is responsible for some of the most successful terraforming projects ever conducted.

CURRENT STATUS: Deceased

FIRST SEEN: 'Second Sight' [DS9]

Professor Gideon Seyetik is one of the Federation's most respected and prolific terraformers in the 24th century.



wives over the years. They each started out loving him, undeniably, but his overbearing personality and dedication to his work take their toll, and the first eight marriages end in separation.

Seyetik met his latest

wife, **Nidell**, during a terraforming project on the planet **New Halana**. The first time she laid eyes on him he was surrounded by adoring crowds who watched him unveil a statue commissioned as part of the endless parades and receptions held to honor his work. He likes to believe she was utterly infatuated with him from

the start, though in quieter moments of introspection, he admits he does not know why she loves him.

Seyetik obviously loves **Nidell** very much in return. He could tell from the start that she was someone special and he calls her his

EXTRAORDINARY MAN

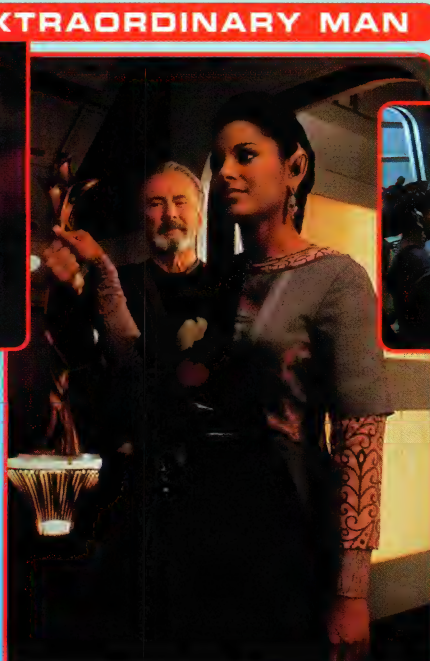


★ First sight

Gideon Seyetik carries out a dangerous procedure to boost the power output of the science lab's flux generator before meeting Commander Sisko.

★ Man and wife

Seyetik is immensely proud of his beautiful wife, **Nidell**, but he is ignorant of her feelings and puts his work and egotistical character first.



★ Captive audience

The senior staff of **DEEP SPACE NINE** join Seyetik and his wife for dinner. The Professor's overwhelming personality is clearly on show.



★ Good company

Seyetik is a fine host at dinner. He relates a number of stories of his illustrious career.

OTHER CARDS IN THIS FILE...

3 DR. CAROL MARCUS

SEE OTHER FILES...

OTHER CHARACTERS AND LIFE FORMSFile 58
STAR TREK: DEEP SPACE NINEFile 70

Professor Gideon Seyetik



★ A great man

Professor Seyetik's personality and enthusiasm for his work are infectious. Commander Sisko looks forward to the mission.

★ Concern

Seyetik is heartbroken that his beloved wife could die. He knows, however, that he only has himself to blame.

★ Volatile behavior

Seyetik is angered by the presence of Fenna and must be restrained by Commander Sisko when Nidell falls unconscious.



★ Total access

Seyetik is given free reign aboard the U.S.S. PROMETHEUS NCC-71201 during his mission to reignite the Epsilon 119 star in 2370.



"It's an amazing talent, bringing dead worlds to life, but humility and common sense aren't part of the job description."

— Jadzia Dax delivers her glib verdict on Professor Seyetik

inspiration. He claims he would have given her the Galaxy if he could have, but had to settle instead for showing her its wonders.

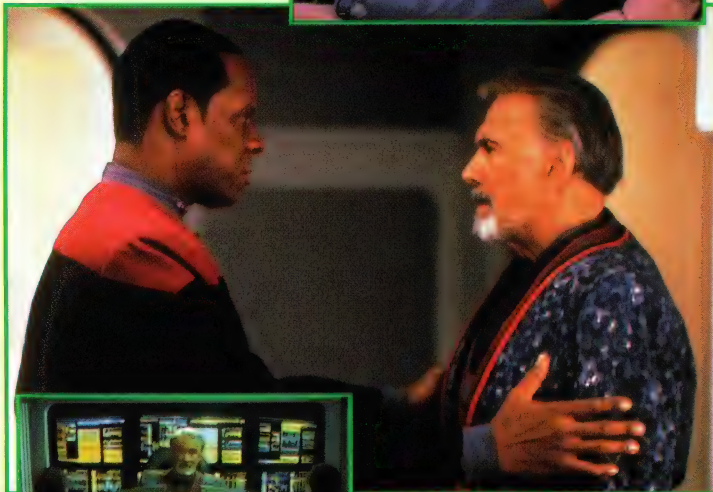
Beautiful projection

Nidell, like all her race, is a **psychoprojective telepath**. She loses control of her abilities in times of stress and her growing frustration at her marriage and Seyetik's preoccupation with his work manifests itself in the creation of a phantom alter ego called **Fenna**. Fenna initially appeared during a visit to the planet **Terosa Prime** in 2367, but Nidell managed to regain control and promised her husband that she would never return.

Seyetik has great difficulty

accepting Nidell's growing resentment toward him and the fact that she stays with him only because it is the **Halanan** way. His work as a terraformer nevertheless continues to consume his every waking hour. He paints vivid verbal pictures of his accomplishments, and describes the occupation as needing the green thumb of a gardener, the eye of a painter, and the soul of a poet; he admits it does not hurt to be a raging egomaniac either.

With this comes a fierce dedication. Seyetik expects the same from those working with him, and he can get rather crusty if he perceives that others are procrastinating. He also goes his own way and refuses to take the advice of others. This can lead him



★ Final farewell

Seyetik contacts the U.S.S. PROMETHEUS NCC-71201 to bid his wife farewell mere moments before his death.

to take risks with his life, such as entering a **flux generator** to effect a repair to keep the project on track.

The professor's terraforming work has garnered him many fans, among them **Deep Space Nine's** **Commander Benjamin Sisko**. He does admit to a single unspecified failure in his past, but he says with characteristic humor that failing did not agree with him and he swore to never do it again.

Astounding creation

His foremost successes include the "veritable paradise" New Halana and **Blue Horizon**, the site of the highly impressive **Da Vinci Falls**. This feature is described as water cascading off cliffs the height of Earth's Mount Everest and thundering through continuous rainbows into an ocean the color of sapphire wine. The professor confesses he would not mind seeing this glorious environment again himself.

Seyetik's achievements do have a down side. He feels that his life has been a series of escalating

triumphs – which is what he lives for. He is depressed, however, by the thought that there will come a time where he will be unable to surpass himself. This point may well be the project that brings him to **Deep Space Nine** in mid-2370: the rebirth of the star **Epsilon 119**.

The unwanted return of Nidell's alter ego Fenna on the station serves to make the experimental procedure Seyetik's farewell performance. The mental energy unwillingly expended by Nidell threatens to kill her, and Seyetik realizes there is only one way of saving his wife and setting her free. It will also ensure that he will always be remembered for his greatest challenge.

Seyetik disables the tractor beam aboard the **U.S.S. Prometheus NCC-71201**, the Federation starship present for the experiment, and makes fiery history by piloting a shuttlepod into Epsilon 119 himself to initiate the terraforming process. He pens his own obituary for Sisko to find; after all, he could hardly leave such an important document to a stranger. He asks for it to be sent to the prestigious **Daystrom Institute** for publication – after being updated to note that he sacrificed himself on the altar of science.

The Epsilon 119 procedure is a resounding success and is hailed as a fitting monument to a visionary and a great man.

NEW LIFE

Art and science

The idea of reigniting a long-dead sun, Epsilon 119, and bringing new life to an entire solar system fires Professor Gideon Seyetik's imagination.

The revolutionary process involves using a remote-piloted shuttlepod from the **U.S.S. Prometheus NCC-71201** to deliver protomatter into the heat of the dead star. This should theoretically cause a cascade effect to transform the sun's carbon and oxygen into elemental hydrogen, revitalizing it. The danger lies in the sun going supernova if the experiment fails, but Seyetik is adamant it will succeed. He believes that nothing of worth was ever created by a pessimist.

The process is a triumph and does indeed provide Seyetik with the crowning glory of his career – but at a greater cost than anyone, even the professor, might have anticipated.

▶ New light

Professor Gideon Seyetik sacrifices his own life in a glorious final mission – to reignite a long dormant star and return life to its system.



Nidell/Fenna

Nidell Seyetik's dreams of escaping a marriage in which she feels trapped and despondent take physical form when a psychoprojective alter ego named Fenna begins to manifest herself.

OTHER CARDS IN THIS FILE...

5 TAM ELBRUN
15 SOREN
19 ZARABETH

SEE OTHER FILES...

STAR TREK:
DEEP SPACE NINE.....File 70

Being the wife of renowned terraformer Gideon Seyetik is not an easy thing. The professor is a boisterous and overbearing man, consumed with his work to the exclusion of all else. Nidell Seyetik discovers this as the years pass, just as eight other women did before her.

Nidell is about 1.6 meters tall with brown skin and dark hair pulled back in a severe style. She is a native of the planet New Halana and possesses the large, pointed ears that distinguish her race. These are usually adorned with long, splendid earrings. Her origins as the daughter of one of the planet's local dignitaries are evident in Nidell's graceful demeanor, and she tends to wear neutral colored robes, sometimes with a black sash decorated with flowers.

Nidell also exhibits another trait common to her species: **psychoprojective telepathy**. Great amounts of telepathic energy are generated by her occipital

PROFILE OF NIDELL/FENNA

NAME: Nidell/Fenna Seyetik

LIFE FORM: Halanan female

CURRENT STATUS: Royal of New Halana and ninth wife of Professor Gideon Seyetik

REMARKS: Nidell is incapable of dealing with her increasing resentment toward her husband, and unbeknownst to her begins to exhibit these feelings through psychoprojective telepathy. The manifestation of her angst appears in the form of the charming and free spirited Fenna.

FIRST SEEN: "Second Sight" [DS9]



▲ Nidell succumbs to growing resentment over her husband's apparent dedication to his work over his affections toward her.



▲ Fenna encapsulates Nidell's waning passion for life and the freedom she yearns to regain, concurrently sapping her energy.

lobe; in times of deep emotional stress she can lose control of these psychoprojective abilities and project another physical persona. She is not even aware this is happening on the rare occasions that they do manifest.

A wife's lot

This charming woman met Gideon Seyetik during his terraforming of her homeworld. The project was such a success that

the locals showered Gideon with receptions and parades. Nidell's first glimpse of her future husband was through adoring crowds at the unveiling of a statue commissioned in his honor. She was utterly infatuated with him from the moment they met and he in turn fell in love with her.

Nidell had never left New Halana until this point, but Gideon promised to show her the Galaxy. He admits

he would have given it to her if that were possible. She joined him on his working expeditions around the **Alpha Quadrant** and for a time it seemed they were happy. Nidell played the dutiful wife and prepared Gideon's favorite meals without the convenience of **replicators**. She met many important people and saw many spectacular sights – but her joy in the marriage

slowly eroded. She was another victim of the Seyetik syndrome.

Bitter pill

She became quiet and reserved in her husband's company as her resentment toward him grew. She is still capable of conversing with interest and gaining enjoyment from the company of others, but the presence of Gideon appears to drain any

DOPPELGANGER

★ Formal introductions

Professor Seyetik introduces his wife Nidell to the commander and crew of **DEEP SPACE NINE** for the first time before they dine on a meal prepared by her to the exact specifications of his recipes.



★ Close encounters of an ethereal kind

Fenna wants to live for today but Commander Sisko confronts her about her past. His questions remain unanswered yet his need for explanations evaporate during the prelude to a kiss.



★ Stars in their eyes

Sisko does not know what is to happen next when he meets Fenna while admiring *The Runners* constellation. They both learn that everyday brings something new.

Nidell/Fenna

"Sometimes it just feels good to run."

— Fenna unconsciously echoes Nidell Seyetik's dreams of freedom



★ Right here, right now

Fenna explains that she was not looking for a place but a person – Sisko; he finds her charms impossible to resist.

passion for life from her. By her society's laws, she is bound to stay with him. Halanans mate for life – she can never leave Seyetik.

The professor remained largely ignorant of his wife's feelings until an incident in 2367 on the planet **Terosa Prime**, where Nidell's frustration led to the creation of a psychoprojective alter ego called **Fenna**. This woman is in many ways the opposite of Nidell: Fenna is cordial, happy, and serene. She wears her hair up in an ornate style, with a ponytail at the back, and she dresses in colorful, flowing gowns.

Nidell has no idea that this phantasm exists, while Fenna is unaware of her origins in Nidell's unconscious mind. She is a representation of the woman's desire to escape from her marriage, and she longs for excitement and unexpected challenges. She has no physical form, however – scans reveal pure mental energy in place of EM patterns or a cellular structure. She appears and disappears in the blink of an eye.

Fenna does have an awareness

of her ethereal nature. She believes she is as real as anyone else, but she cannot describe a single memory more than a day or two old. She equivocates when questioned about herself, and simply says there is not much to tell. She also senses that her presence in any situation will be short-lived, though the reason – she only exists when Nidell is sleeping – is not known to her. She wishes she could stay longer, but cannot explain where she is going. She panics and runs away if pressed on this point.

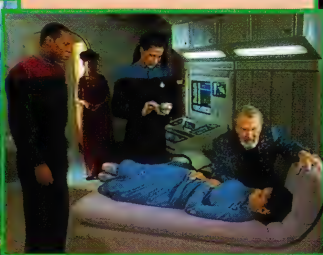
Energy burst

The vast amounts of mental energy tapped by Fenna's manifestation on Terosa Prime almost killed Nidell. It sent her into shock, with physical symptoms such as shallow respiration, an irregular heartbeat and falling blood pressure. Nidell persevered and suppressed the projection; she promised Gideon that it would never happen again.

The curse of the unhappy

★ Endless slumber

Nidell is expending such a vast quantity of occipital energy in her sleep that her life signs are perilously low.



★ Incomprehension

Fenna can not understand that there is more than just a physical similarity between her and the dying Nidell.

marriage unfortunately continued, and Fenna returns three years later during Gideon's mission to revitalize the dead star **Epsilon 119**. The manifestations again threaten Nidell's life, but she initially has little idea they are happening. The situation is revealed when **Commander Benjamin Sisko** of the **Federation station Deep Space Nine** meets Fenna and later Nidell; **Chief of Security Odo** confirms that Nidell never left Gideon's ship, the **U.S.S. Prometheus NCC-71201**.

Fenna comes face to face with Nidell for the first time as her source lies dying on the *Prometheus*. She fails to understand anything beyond the fact that they look alike, but the

★ Confrontation

Fenna discovers that she is not her own woman; to her dismay, Sisko's disappointment, Dax's marvel and Seyetik's anger.



★ Farewell

Sisko comforts the amnesiac Nidell with the promise that he will remember Fenna for them both.

facts of her existence are gently explained to her. Fenna realizes she must give up her 'life' so that Nidell may live. It is a tremendously difficult choice because the dream of her freedom will die with her, but the fact that she will cease to exist at all if Nidell dies is incontrovertible.

In memorandum

Nidell recovers following Fenna's sacrifice, and Gideon Seyetik – a powerless bystander during the entire crisis – takes the only possible initiative to give her the freedom she craves. He sacrifices himself as part of the **Epsilon 119** experiment, proving the depth of his love for his wife while at the same time ensuring his name will be celebrated in the history books.

Nidell has no memory of Fenna's experiences, though she deeply wishes she could. She wants to know what her alter ego was like; the answer – that she was just like Nidell – gives her some sense of closure. She departs *Deep Space Nine* aboard the *Prometheus*, heading back to New Halana and a home she feels she has neglected for too long.

LOVE REDISCOVERED

A fleeting romance

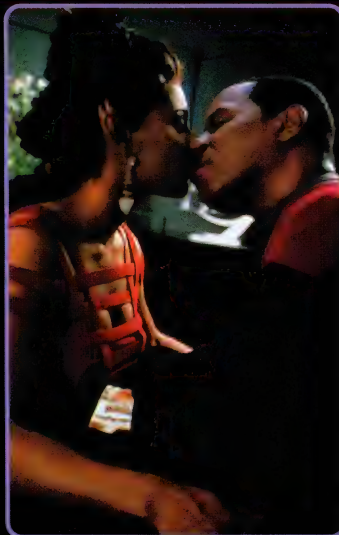
Fenna first appears to Commander Sisko on the Promenade of *Deep Space Nine*. There is an instant attraction and rapport between them. Fenna knows only that she has come looking for a place where she belongs, but she quickly realizes her destiny is linked with Sisko. The meeting marks – for the Starfleet officer's part – the first time since his wife's death that he feels drawn to another woman.

The pair pursue a romance of sorts and establish a bond when they meet a second time. Sisko is distracted by the thought of the beautiful Fenna all morning; she has a knack for saying the right thing to him, as if she has known him for a long time. The only question mark concerns her sudden departures – which culminate in a dematerialization right before Sisko's eyes.

Sisko's investigations uncover the sad truth of Fenna's origins. The frightened woman wants to stay with the commander, with whom she has fallen in love, but the facts of her existence make it an impossibility.

▶ A kiss before dying

Fenna and Sisko share moments of intimacy together. Their desire for one another overpowers any need for sense or logic.



Modified Starfleet Equipment

Starfleet technology is designed to cope with almost all situations in which it may conceivably be used. Nevertheless, there are occasions when equipment must be adapted to operate under different conditions; fortunately, Starfleet personnel are well-versed in the necessary skills to do this.

Starfleet standard issue field equipment is designed to offer members of a landing party or away team a high level of scientific analysis, physical protection, and reliable communications with their orbiting vessel.

Tricorders and **phasers** have undergone constant improvement in power, adaptability, and flexibility of use, and constantly prove themselves to be invaluable pieces of equipment, often saving the lives of personnel during dangerous environmental or combat scenarios. Both pieces of equipment are designed to carry out a specific function, and while they are perfectly suited to their purpose, occasions may arise in the field where a piece of equipment must be adapted or modified in order to carry out its normal operation, or to produce an effect or function for which the item was not originally designed. These modifications test the skills of the operative to the limit, as interference with the internal mechanisms of these highly powered and complex pieces of equipment can be dangerous.

The unfortunate events leading to **Captain James T. Kirk** and **First Officer Spock** of the **U.S.S.**

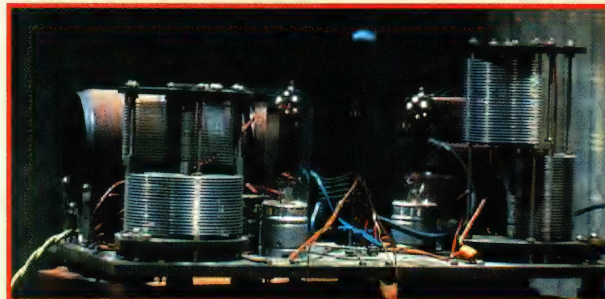
Enterprise NCC-1701 having to journey back in time to prevent the disruption of the entire timeline in 2267 is an excellent example of how adaptable tricorders can be.

Dr. Leonard H. McCoy's prevention of **Edith Keeler's** death in 1930's America prevents Spock from retrieving vital detailed information from the unit itself, as he is unable to link up to the **Enterprise's** main computer after it vanishes from history. Traveling back to a time approximately one week previous to the appearance of McCoy on Earth, Spock has to devise a way to access the information on the tricorder's own screen, but has only the most rudimentary Earth tools and materials in which to carry out this sophisticated engineering feat.

Stone knives and bearskins

Despite comparing the level of technology available to "stone knives and bearskins," Spock nevertheless succeeds in creating a basic **mnemonic memory circuit** out of available valves and zinc plated vacuum tubes, although his requirement for a seven pound block of platinum in order to produce a **duo-dynetic field core** cannot be fulfilled. The mnemonic circuit is directly hooked into the

▶ Spock subjects his tricorder to a series of alterations in an effort to retrieve vital information.



▶ Spock's efforts are ultimately successful, despite his initial protestations to Captain Kirk that they are in a "zinc-plated, vacuum tubed culture."

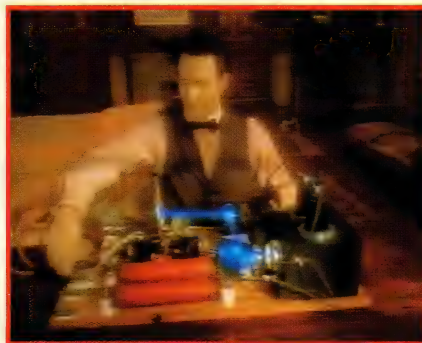
tricorder, and the massive amount of visual information previously recorded from the **Guardian of Forever** is finally available for study. Initial attempts to access the information lead to 30 hours of painstaking construction work overloading, but the second effort provides the painful revelation that Keeler must die in order to restore the timeline. Precise actions at exact moments cannot be recalled, but the work carried out by Spock in modifying the tricorder for use in such difficult circumstances stretches his engineering and logic skills to the limit.

The situation faced by **Lt. Commander Data** after being transported to 19th-century San

Francisco from 2268 is even more difficult, as he is equipped only with a standard issue Starfleet hand phaser. Data is presented with materials and tools even more primitive than those available to Spock while he attempts to track down the **Devidian** aliens who are feeding off the neural energy of dying humans in this time period. Eventually, the android succeeds in utilizing the most basic elements – including a blacksmith's anvil acting as a low intensity field core – to allow him to construct a device capable of detecting and recording the time shifts caused by the movements of the Devidians as they harvest and transfer life-energies; the entire system is powered by the transceiver device of Data's phaser. Data's physiology allows him to modify the assembly for this use, as prolonged contact with human tissue will ultimately prove to be highly toxic. The tracking system appears to be rudimentary, but is in fact accurate enough to precisely locate the position from where the Devidians leave 19th-century Earth to travel into the future, and this information ultimately proves invaluable to the senior officers of the **U.S.S. Enterprise NCC-1701-D** who are attempting to stop this appalling activity.

Properly programmed, a tricorder

▶ Lt. Commander Data must adapt to life in the 19th-century. In order to modify his phaser to act in another capacity, he resorts to scavenging for rudimentary parts.



▶ Data's adaptations to his phaser are equally as elaborate as those Spock makes to his tricorder, but pose health risks to organic life forms.



Modified Starfleet Equipment



▲ **Geordi La Forge** uses his visor in his assessment of the debris from a crashed Romulan shuttle.

can be adjusted to produce a number of effects not in its original design specifications, such as the ability to generate and emit a **multiphase pulse**, an energy burst characterized by signals of overlapping frequencies and nutation that can be used to penetrate some forcefields. Tricorders can also be used to produce **photoplasma**, ideal for creating a trail that can be back tracked at a later stage.

Limitations

Tricorders do have some limitations however, including an inability to detect **neutrinos**. Under normal conditions this would not be a problem, but in 2366 **Chief Engineer Geordi La Forge** is trapped on **Galenorndon Core** along with **Romulan Centurian Bochra**. Their survival depends solely on detecting a neutrino beacon in order to get off the planet before the atmosphere causes their neural functions to break down. Struggling against the debilitating mental effects of the planet, La Forge and Bochra finally manage to modify a Starfleet tricorder by connecting it to the **neural output pods** of Geordi's **VISOR**; this interface is successful in using the VISOR's extensive receptor system in order to detect the neutrino beacon.

The fast thinking of **Chief Engineer B'Elanna Torres** prevents the destruction of the newly constructed **Delta Flyer** on its first mission in 2375, during a frantic race with the **Malon** to recover a **multi-spatial probe** belonging to the **U.S.S. Voyager**



▶ **Torres** uses her engineering skills to construct a temporary forcefield aboard the **DELTA FLYER** using a clamp, an **EPS relay**, and a standard **issue phaser**.

NCC-74656. During the attempt to retrieve the probe inside the highly volatile atmospheric conditions of a gas giant, a series of micro fractures manifest on the exterior hull plates – with one in particular buckling rapidly. Torres patches up the deformed section by welding a plate over its surface, then quickly assembles a large metallic clamp and an **EPS relay** on the floor directly in front of the failing section. She then positions a



▶ **The quick-thinking of B'Elanna Torres** in 2375 saves the **DELTA FLYER** and its crew from **destruction**.

phaser on the clamp so that it faces toward the panel. Torres reduces the power on the phaser, and then routes power from the EPS relay through the weapon's emitter until an extremely powerful field is spread across one section

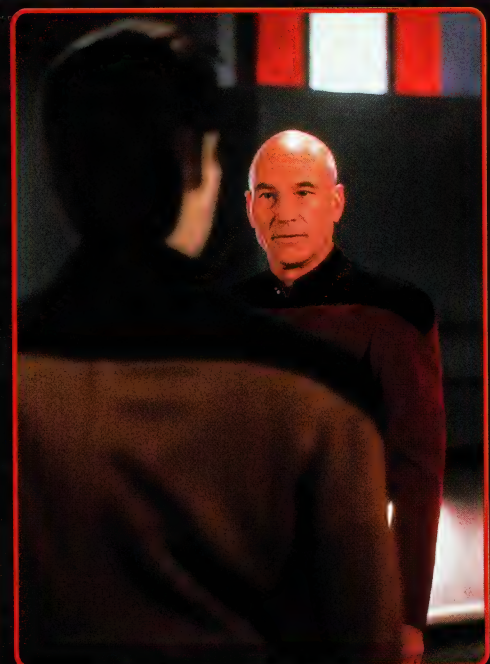
of the *Delta Flyer's* interior. Seconds later the plate collapses and the contained section of the ship depressurizes, although the rest of the vessel is unaffected due to B'Elanna's creative engineering skills.



ADAPTING BORG TECHNOLOGY

Captain's ingenuity

It is not only in the field of their own technology that Starfleet officers excel. In 2370, **Captain Jean-Luc Picard**, **Lt. Commander Geordi La Forge**, and **Counselor Deanna Troi** are held captive by **Data** who is under the emotional control of his brother, **Lore**. Efforts to escape their prison prove futile, but the three officers devise a plan to reboot **Data's** program using a **kedion pulse**. To aid the plan, **Picard** manages to steal part of a **transceiver** from the **interlink system** of one of **Lore's Borg**, and following **La Forge's** instructions he sets about making the necessary alterations to the component. The Captain uses the **forcefield** of their cell to power the pulse, which succeeds in resetting **Data's** ethical program, forcing him to fight the negative emotions that **Lore** feeds him.



▲ **Captain Jean-Luc Picard**, along with **La Forge** and **Troi**, is captured by **Lt. Commander Data** during a mission to retrieve the android when he is controlled by his brother, **Lore**.

▶ **Picard** pushes a stolen **Borg component** against the **forcefield** of their cell in an effort to reset **Data's** ethical program and free him from **Lore's** control.

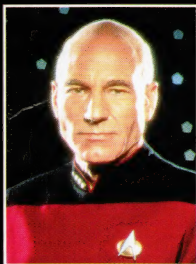


FILE 69 STAR TREK: THE NEXT GENERATION

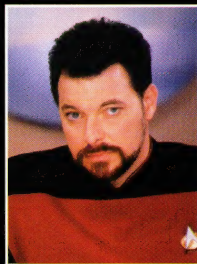
STAR TREK: THE NEXT GENERATION Index

Part 1 Almost 100 years after Captain James T. Kirk's historic five-year mission, the crew of another starship *Enterprise*, the *U.S.S. Enterprise NCC-1701-D* begin their own voyage of discovery. For seven years this vessel and its crew explore the farthest regions of space and imagination under the command of Captain Jean-Luc Picard.

STARFLEET PERSONNEL



Captain Jean-Luc Picard
File 43 Card 27



Cmdr. William T. Riker
File 43 Card 28



Lt. Cmdr. Data
File 43 Card 29



Counselor Deanna Troi
File 43 Card 30



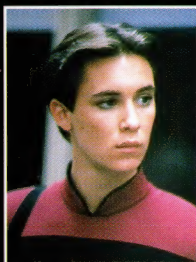
Dr. Beverly Crusher
File 43 Card 31



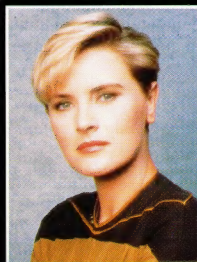
Lt. Worf
File 43 Card 32



Lt. Cmdr. Geordi La Forge
File 43 Card 33



Wesley Crusher
File 43 Card 34



Lt. Tasha Yar
File 43 Card 35



Lt. Reginald Barclay
File 43 Card 36



Dr. Katherine Pulaski
File 43 Card 37



Nurse Alyssa Ogawa
File 43 Card 38

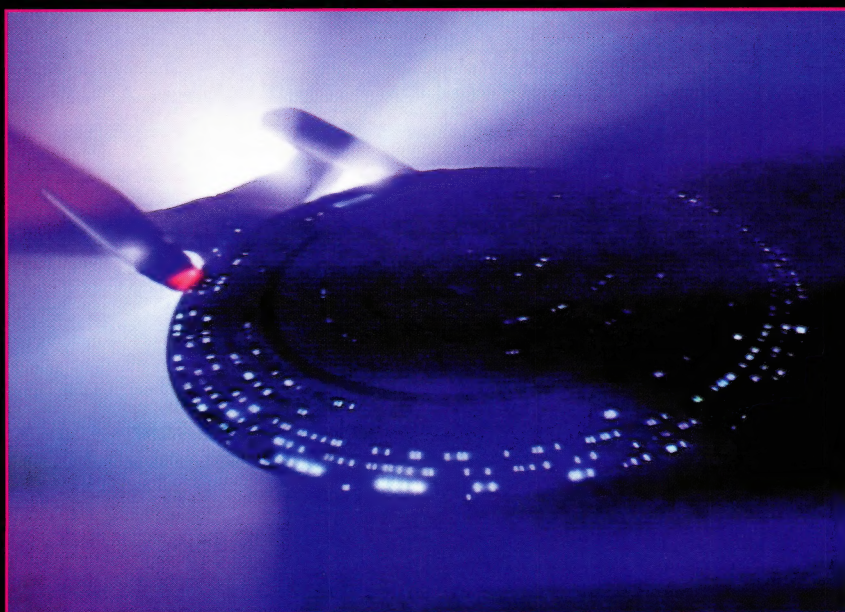


Ensign Ro Laren
File 43 Card 39



Chief Miles O'Brien
File 43 Card 47b

U.S.S. ENTERPRISE NCC-1701-D

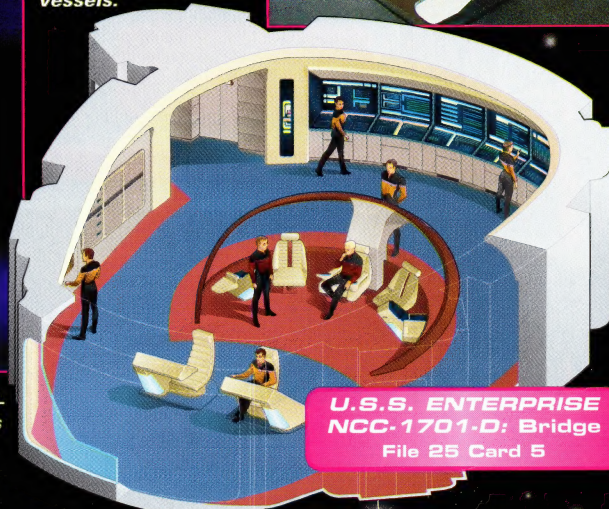
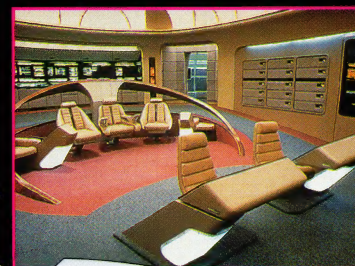


U.S.S. ENTERPRISE NCC-1701-D
File 25 Card 1

▲ The *GALAXY*-class U.S.S. *ENTERPRISE* NCC-1701-D is one of the most advanced vessels ever to be launched by Starfleet. It is home to over 1000 personnel, including entire families.

▶ The bridge of the U.S.S. *ENTERPRISE* NCC-1701-D is far more spacious and inviting than previous designs.

▼ The bridge retains a similar layout to previous vessels.



U.S.S. ENTERPRISE NCC-1701-D: Bridge
File 25 Card 5

STAR TREK: THE NEXT GENERATION Index Part 1

UNIFORMS



Starfleet Uniforms:
2350's to 2365
File 61 Card 5

Starfleet Uniforms:
Mid 2360's
File 61 Card 6

STANDARD ISSUE



Standard Issue Equipment: 2366
File 61 Card 6A

▲ The Starfleet uniforms use a basic color scheme: red for command, gold for engineering and security, and blue for medical and science.

▲ Away team personnel are provided with tricorders, phasers, and medkits.

Tricorder: 2360s
File 66 Card 1B



GUINAN

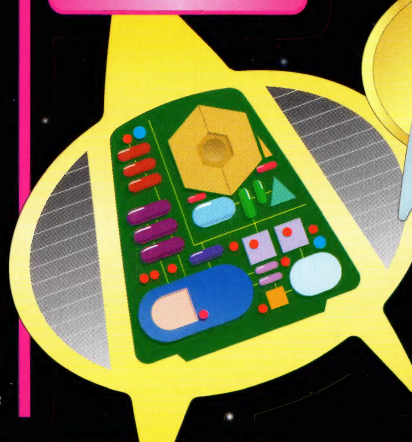


Guinan
File 53 Card 1

▲ Guinan is an El-Aurian civilian member of the U.S.S. ENTERPRISE NCC-1701-D crew. She is the manager of the Ten Forward lounge, and delights in serving new beverages to her patrons. She has also been known to act as an unofficial advisor to Captain Picard.

COMMUNICATORS

Personal Communicator
File 63 Card 1



▲ In the mid-24th century the combadge has replaced handheld communicators. This device is worn on the left breast and is activated by a simple tap on its surface.

TRICORDER

▲ The tricorder is a small, portable sensor device with a clamshell design. It features a wide range of functions.

PHASERS



Hand Phasers: 24th Century
File 60 Card 2A

▲ Starfleet phasers have dispensed with the familiar pistol design of the 23rd century in favor of a more streamlined device with a comfortable hand grip. The weapon features a variety of settings, with stun most often used against hostile beings.

STAR TREK: THE NEXT GENERATION FILES

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43 28 RIKER
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43 30 TROI
43 31 CRUSHER
43 32 WOLF
43 33 LA FORGE
53 1 GUINAN

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24TH CENTURY
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EQUIPMENT: 2366
63 1 PERSONAL
COMMUNICATORS

SECTION 6: STARSHIP LOG

69 STAR TREK:
THE NEXT GENERATION

T update

T'Greth Klingon first officer on the multigenerational ship that crossed paths with the *U.S.S. Voyager NCC-74656* in 2377. **T'Greth** doubted **B'Elanna Torres's** child was the prophesied **Kuvah'Magh** until realizing that the child's stem cells cured the **Nehret**. (*Starship Log: 'Prophecy' [VOY]*) **SEE FILE 71**



▲ The Klingon male **T'Greth** journeyed into the **Delta Quadrant** aboard a **D-7 BATTLE CRUISER**. He later came aboard the *U.S.S. VOYAGER NCC-74656* after the **Klingons** destroyed their own vessel.

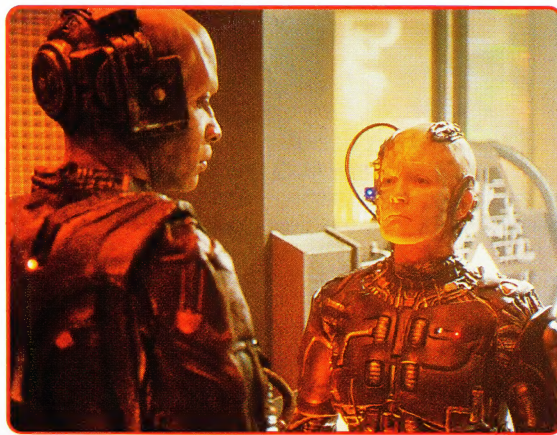
T'Leel, Vulcan artist The **Doctor** planned to introduce **T'Leel**, along with **Verdi** and **Da Vinci**, to the photonic citizens of **Iden's** brave new society after being appointed their First Minister of Culture. (*Starship Log: 'Flesh and Blood' [VOY]*) **SEE FILE 71**

t'oooh'mlrah Klingon for an attractive, but unnecessary, adornment or item. During their vengeance quest against the **Albino**, **Kor** chastised **Kang** for treating **Jadzia Dax** like a **t'oooh'mlrah**. (*Starship Log: 'Blood Oath' [DS9]*) **SEE FILES 11, 70**

T'Paal City on the planet **Vulcan**. **T'Paal** is the locale where **Asil**, **Tuvok's** daughter, was born. This fact was absorbed by the **Borg Queen** when she assimilated **Tuvok** in early 2377. (*Starship Log: 'Unimatrix Zero', Part II [VOY]*) **SEE FILES 8, 43, 71**

Tabreez, Jason Boy living in the central protectorate area of the **Delta Quadrant's** time-differential planet. The **Doctor** called himself **Jason's** father during his tenancy on that world and asked **Gotana-Retz** to contact **Jason's** descendants. (*Starship Log: 'Blink of an Eye' [VOY]*) **SEE FILE 71**

Tactical Directive 36 Starfleet regulation that states, "The Captain will not engage a hostile force without the protection of a security officer." **Tuvok** quoted this rule to prevent **Captain Kathryn Janeway** from going alone into the **Borg Central Plexus**. (*Starship Log: 'Unimatrix Zero', Part II [VOY]*) **SEE FILES 19, 71**



▲ **Tuvok** accompanied the assimilated **Captain Kathryn Janeway** into the **Central Plexus** of a **BORG TACTICAL CUBE** in early 2377.

Tahal Name of a star visible from the time-differential planet in the **Delta Quadrant**. Before the *U.S.S. Voyager NCC-74656's* arrival in the sky, **Tahal** was the largest object in the firmament and the focus of worship. (*Starship Log: 'Blink of an Eye' [VOY]*) **SEE FILE 71**

Tairenian ant Small **Delta Quadrant** insect. Worker **Tairenian** ant bodies contain a fluorescent enzyme that luminesces after contacting with the queen. **Mezoti's** science project enhanced the ant's incandescence, making them easier to observe. (*Starship Log: 'Child's Play' [VOY]*) **SEE FILES 52, 71**

Takara Sector Area of space near the utmost-reaches of the **Alpha Quadrant** where the *U.S.S. Voyager NCC-74656* crashed on an ice planet in an unrealized timeline that **Captain Braxton** later listed among **Captain Kathryn Janeway's** various temporal violations. (*Starship Log: 'Timeless' [VOY]*) **SEE FILE 71**

Takashi Sumo wrestler from Earth who lost the 77th **Emperor's Cup** to **Kar-pek** in a decision. **Captain Kathryn Janeway** attended the event and was seated in the fifth row. (*Starship Log: 'Latent Image' [VOY]*) **SEE FILE 71**

Tal Celes Female **Bajoran** serving on the *U.S.S. Voyager NCC-74656* in the **Astrometrics** department as a grade three sensor analyst. **Celes** never passed the proficiency requirements to qualify for a place on an away mission. (*Starship Log: 'Good Shepherd' [VOY]*) **SEE FILES 43, 71**

Talaxian Term given to anything that originates on **Talax**, the homeworld of the *U.S.S. Voyager NCC-74656's* morale officer, **Neelix**, such as a **Talaxian Furfly**; a bat-like life form that is a good omen when found as a stowaway on a ship; **Talaxian rondos**, songs created for sing-alongs; and the **Talaxian** meal preparation narrative, to appreciate the source of the food. **Neelix** introduced **Talaxian** forms of common items while serving aboard *Voyager*, including **Talaxian tomatoes**, **Talaxian Champagne** (best when moon-ripened); **Talaxian homeopathy**, such as a **Talaxian theta radiation remedy**, teas, and **leola-root**-based potions that rarely worked; **Talaxian Stew**, containing **Talaxian worm root** and **Talaxian spices**. (*Starship Log: 'Caretaker' [VOY]*) **SEE FILES 18, 43, 71**

T'Greth
T'Leel, Vulcan artist
t'oooh'mlrah
T'Paal
Tabreez, Jason
Tactical Directive 36
Tahal
Tairenian ant
Takara Sector
Takashi
Tal Celes
Talaxian
talent night
Tali
Talis [2]
Tanyk defense
Tarakis
Tarcanian wildflowers
Taris Seti IV
teacup
Tebbis
teddy bear
Teero Anaydis
television
Telfer, Crewman William
Telsius Prime
temporal compensator
Tenkaran Coast



▲ The people of the time-differential planet in the **Delta Quadrant** worshipped **Tahal** until the brighter **SKY SHIP** arrived in their skies.



▲ **Talaxian** people, such as **Neelix**, are characterized by their sprouting facial hair, spots on their body, and a constant cheery manner.





talent night

Amateur show for crew members by crew members. **Neelix** organized a talent night on the *U.S.S. Voyager NCC-74656* in 2373, starring **Harry Kim** playing the clarinet, **Tuvok** reading **Vulcan** poetry, and **Captain Kathryn Janeway** performing the 'dying swan.' (Starship Log: 'Coda' [VOY]) **SEE FILE 71**

Talij

Female **Klingon** whose mother was named **K'rene**. **Talij**, an ancestor of **Kohlar**, was ensured a spot in **Sto-Vo-Kor** because Kohlar mentioned her name during his **Plea for the Dead** prayers. (Starship Log: 'Prophecy' [VOY]) **SEE FILE 71**

Tanis [2]

Actress in **Kelis's** company. She played **Captain Kathryn Janeway** in the 'Voyager Eternals,' 'The Away Mission of B'Elanna Torres' and 'The Rescue of B'Elanna Torres.' Her performance helped prevent a war. (Starship Log: 'Muse' [VOY]) **SEE FILES 18, 71**



Tanyk defense

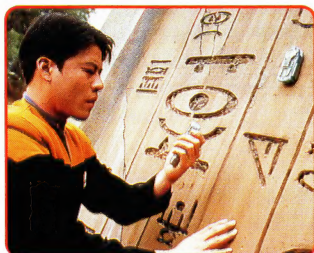
One of the 33 sanctioned **Tsunkatse** maneuvers detailed in **The Book of Tsunkatse**. "When executing the **Tanyk Defense**, the blocking elbow must remain parallel to the median sensor." (Starship Log: 'Tsunkatse' [VOY]) **SEE FILE 71**

A Hírogen warrior showed Seven of Nine how to perform the Tanyk defense when she was made to take part in Tsunkatse.

Tarakis

Class-M planet in the **Delta Quadrant** that was settled by 82 **Nakan** colonists, who were all killed in approximately 2176. After this incident a synaptic transmitter was installed on **Tarakis** to memorialize the brutal slaughter. (Starship Log: 'Memorial' [VOY]) **SEE FILES 18, 71**

The crew of the U.S.S. VOYAGER NCC-74656 journey to Tarakis after experiencing visions of war.



Tarcanian wildflowers

Decorative plant life grown in the *U.S.S. Voyager NCC-74656's* airponics garden in 2377. **Neelix** harvested a bouquet of **Tarcanian** wildflowers to brighten **Seven of Nine's** spirits. (Starship Log: 'Imperfection' [VOY]) **SEE FILE 71**

Taris Seti IV

A planet in the **Alpha Quadrant**. **Captain Kathryn Janeway's** visit to an animal shelter on **Taris Seti IV** lead to the adoption of an Irish Setter. Janeway named the canine **Molly**. (Starship Log: 'Shattered' [VOY]) **SEE FILE 71**

teacup

Small container, with handle, capable of holding warm liquids prior to consumption. **Captain Jean-Luc Picard** kept several teacups in his ready room. **Captain Hikaru Sulu's** teacup was broken when **Praxis** exploded in 2293. In an unrealized timeline, **Captain Kathryn Janeway** had a lucky teacup that survived repeated attacks on her ship. (Starship Log: 'Contagion' [TNG]; *Star Trek: The Undiscovered Country*; 'Year of Hell', Part I [VOY]) **SEE FILES 69, 71, 77**

Tebbis

Weak 15-year-old **Dinaal** mine worker with a keen interest in medicine. Tagged as **Patient R-12** in the **Hospital Ship**, **Tebbis** did not rate treatment for a fatal chromo-viral infection. (Starship Log: 'Critical Care' [VOY]) **SEE FILE 71**

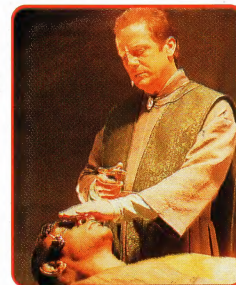
teddy bear

Stuffed child's doll that resembles a bear. **Harry Kim** offered **Tom Paris** a teddy bear to sleep with while in biostasis. Among the gifts the **Doctor** gave to **Denara Pel** was a small, white teddy bear. **Dr. Julian Bashir** owned a teddy bear named **Kukalaka**. (Starship Log: 'Lifesigns' [VOY]) **SEE FILES 70, 71**

Teero Anaydis

Bajoran vedek mind-control expert and **Maquis** fanatic. The post-hypnotic suggestion Teero planted in **Tuvok's** mind was activated in 2377 to revive **Maquis** battle lines aboard the *U.S.S. Voyager NCC-74656*. (Starship Log: 'Repression' [VOY]) **SEE FILES 47, 71**

Teero Anaydis captured Tuvok and subjected him to a mind-control procedure in 2370.



television

A receiver with a viewscreen and audio capabilities that collects and converts transmitted data into images and sound. Television, as a popular entertainment and news-gathering platform, had died out by 2040. After being revived from stasis, **Sonny Clemond's** first wish was to watch a televised sporting event. The *U.S.S. Voyager NCC-74656* was seen on television when it visited Earth in 1996. **B'Elanna Torres** gave **Tom Paris** a television that played entertainment found in *Voyager's* cultural database. (Starship Log: 'The Neutral Zone' [TNG]; 'Future's End', Part I [VOY]) **SEE FILES 69, 71**

Telfer, Crewman William

Hypochondriac aboard the *U.S.S. Voyager NCC-74656*. **Seven of Nine** claimed **Telfer** squandered resources with weekly visits to sickbay that always proved negative. Telfer used medical exemptions to avoid away missions. (Starship Log: 'Good Shepherd' [VOY]) **SEE FILES 43, 71**

Crewman William Telfer is assigned to an away mission aboard the DELTA FLYER led by Captain Kathryn Janeway in 2376.

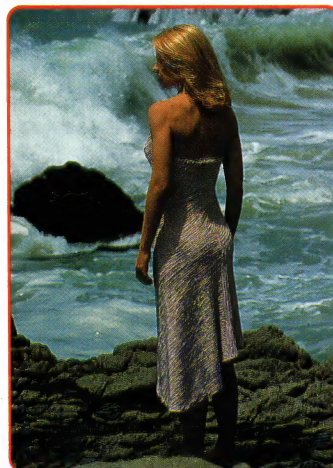


Telsius Prime

Class-M **Delta Quadrant** planet where **Dala**, claiming to be **Captain Kathryn Janeway**, stole **bolomite** ore. **The Chief of Mining Operations** on **Telsius Prime** threatened the real Janeway with **Telsian Security** interrogation. (Starship Log: 'Live Fast and Prosper' [VOY]) **SEE FILE 71**

temporal compensator

Sophisticated device worn by **Pilot First Rank Gotana-Retz** from the time differential planet. For brief periods the compensator allowed Gotana-Retz to exist both on the *U.S.S. Voyager NCC-74656's* time plane and his own. (Starship Log: 'Blink of an Eye' [VOY]) **SEE FILE 71**



Tenkaran Coast

Captain Rudolph Ransom III's favorite **synaptic stimulator** destination. This scenic view included **Seven of Nine's** image after she interfaced with the *U.S.S. Equinox NCC-72381's* computer. The **Tenkaran Coast** was the last thing Ransom saw before his ship was destroyed. (Starship Log: 'Equinox', Part II [VOY]) **SEE FILE 71**

Seven of Nine appeared in Captain Ransom's Tenkaran Coast images in 2376.